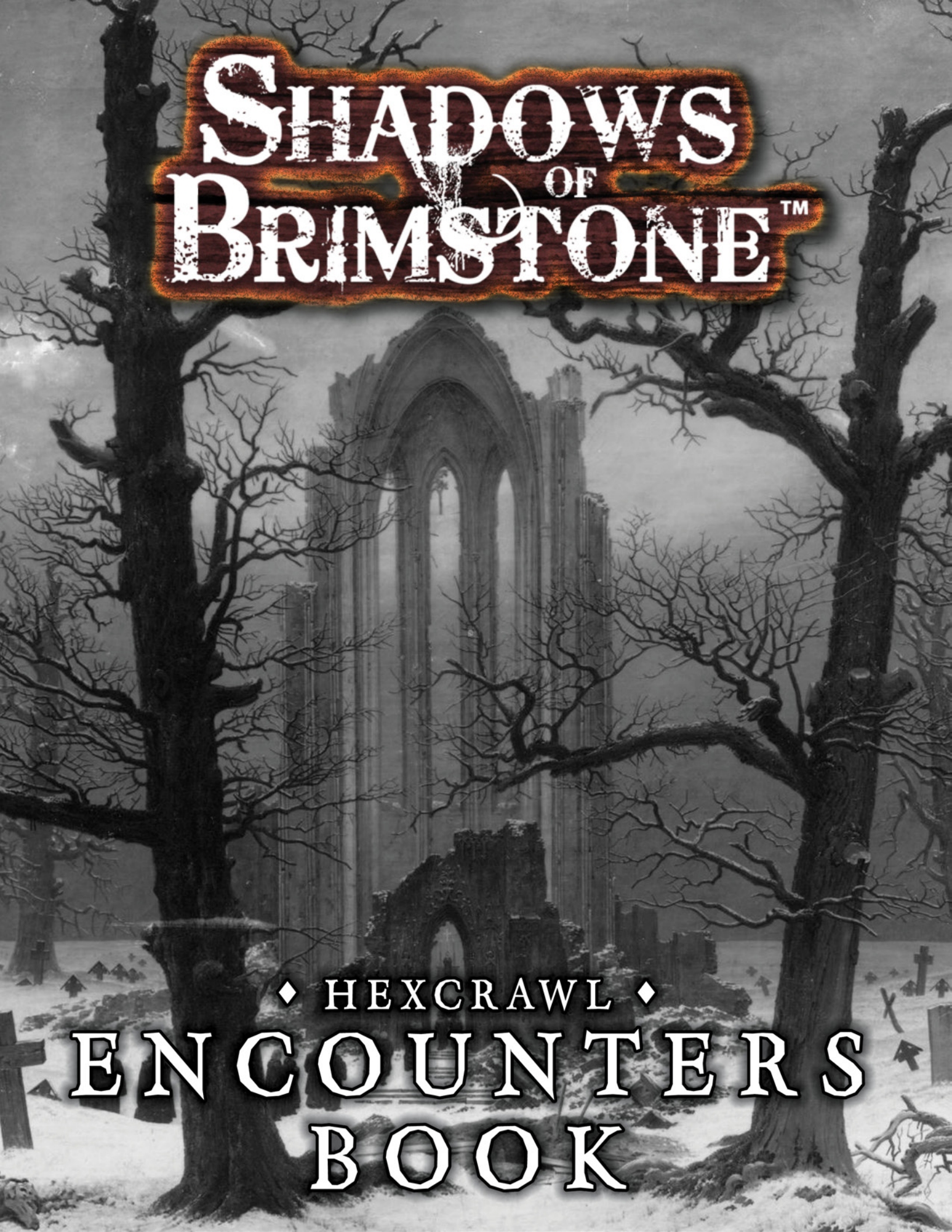

SHADOWS OF BRIMSTONE™
• HEXCRAWL •
ENCOUNTERS BOOK

Welcome back again to this update and expansion to the HexCrawl Shadows of Brimstone™ homebrew variant. I want to thank all the members of the BoardGameGeek Brimstone community that have contacted me since the first set of HexCrawl material went out with words of support and encouragement. This took quite a bit longer than I intended, but was spurred on by the release of the fantastic Frontier Town expansion. It was impossible to not see the potential for HexCrawl there along with some other ideas for an expansion and update.

Much Thanks to Flying Frog Productions for their work in producing Shadows of Brimstone and all the great expansions that have been following. Here's looking forward to what Adventures await.

-Graeme Henson

Shadows of Brimstone™ is the intellectual property of Flying Frog Productions®. The HexCrawl map is based off of the excellent work of the awesome illustrators at FFP. HexCrawl is a non-commercial, fan-made expansion.

Text, design, and layout of HexCrawl by Graeme Henson. Special Thanks goes out to all who commented on the Shadows of Brimstone BoardGameGeek forums for helping to brainstorm ideas, provide feedback/critiques, and generally provide an audience for such a crazy idea in the first place. Commenters included: Angelus Seniores, Dennis Schwarz, Vadim Golembo, Gavin Downing, Bernie Roessler, Johnny W, Julien Le Jeune, Elliott Harding, Richard Wagoner, kell zilla, Darrin, C B, Herb Leist, Chris Seidler, Annie Heim, Greg Romans, and Klutz among others. Some awesome individuals contributed to proofreading: Targanth Phelandir, Dwayne Hendrickson, Ricardo Alaimo, and others. Many of the ideas for the HexCrawl campaign were also generated by Kevin O'Mara, while Mike Daneman suggested the simplification for the movement system. Additional support from Louis K. Barrera for Town Build mechanics. There were many, many others that have directly or indirectly contributed to HexCrawl and if they are not mentioned here it is because of my own faulty memory and is purely unintentional. Suffice to say, I did not and could not have done this without the BGG community helping out.

The Devil, John Moulton is an excellent Weird West story game written by John Wedig of Teapot Dome Games.
It can be found at: http://nickwedig.libraryofhighmoon.com/2014/04/the-devil-john-moulton/

Most images pulled from Wikipedia Commons, some sketches illustrated by Tony Oliver. Most other images are pulled from Flying Frog Productions own Shadows of Brimstone artwork, most notably from Brandom Gilliam & Ralph Horsley.

Depictions of Native Americans are intended to fit within the Old West genre, sometimes from the perspective of Euro-Americans. Often times these two groups came into conflict and the Euro-American settlers that came and took tribal lands looked down upon the Indian tribes they were stealing from, whom they viewed as "savages". No offense is meant towards Native Americans in any of the depictions herein, I'm simply trying to present a gritty, Old West feel to the game by avoiding whitewashing history, though nothing in this is based off of any particular historical events.

Many of the ideas for the Wilderness Encounters were based off of forum threads and fan-made resources from Pinnacle Entertainment's *Deadlands: The Weird West*, a Savage Worlds campaign setting:

1,000 Random Encounters - http://www.peginc.com/forum/viewtopic.php?t=21272

Deadlands Random Encounter Generator - http://savagepedia.wikispaces.com/file/view/DL%20Random%20Encounters.xlsx/502757074/DL%20Random%20Encounters.xlsx

1,001 Plots / Places / NPCs / etc. for western adventures... - http://www.peginc.com/forum/viewtopic.php?t=10216&postdays=0&postorder=asc&highlight=plots&start=0

Questions? Concerns? Critiques? Ideas? Hate mail? Fan mail? Cease and Desists? Court Orders? Job Opportunities? Marriage Proposals? Money Laundering Schemes?

paddirn@gmail.com

CONTENTS

4 ..... Overview

6 ..... Jobs Board

34 ..... Terrain Encounters

61 ..... Wilderness Encounters

72 ..... Wilderness Encounter Results

HexCrawl Encounters Book

By Graeme Henson

GAME CONTENTS

- HexCrawl Overland Map
- HexCrawl Adventure Book
- HexCrawl Encounters Book
- Tracking Sheets (Town, Mine, Campaign)
- Expanded Injury & Madness Charts
- Terrain Map Tiles
- Reference Sheets
- Item Sheets / Tokens
- Occultist Class Info

required: one twenty-sided (D20) die and two ten-sided (2D10) dice. If you don't have these dice. Put down this manual, go over to a corner, and promise yourself you won't cry. Then cry.

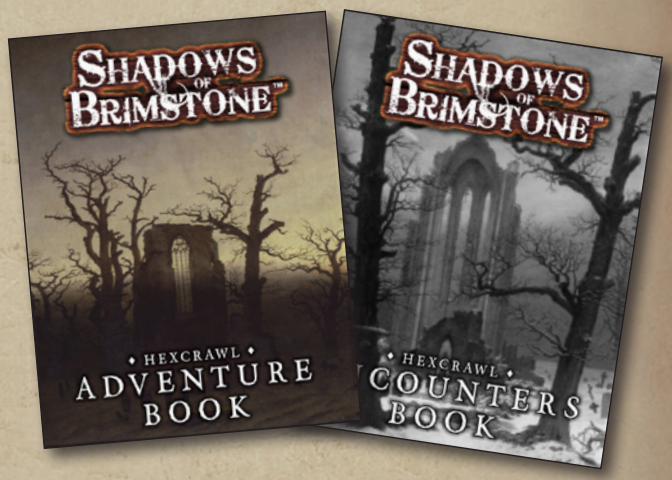
Set Up

Due to the nature of HexCrawl, this game is geared towards players wanting a more long-term campaign experience, possibly with some RPG character building added in. Depending on the campaign style the group decides to go with, the Posse may want to begin in a Town, rather than starting right off on a Mine Adventure. You can either roll up randomly on the *Town Chart* or just pick a Town to start in.

When the starting Town is decided upon, the group will also want to go through the Town Setup process (see the 'Frontier Towns' section later on for more info). However, you may want to give the group some starting gold if beginning a campaign in a Town, otherwise just begin a Mission as normal.

OVERVIEW

HexCrawl is an expansion to Shadows of Brimstone™ that takes your Adventures out from the Mines and Other Worlds that the Heroes are used to exploring and out into the wild, untamed region around the ruins of Brimstone. Heroes will be able to travel around these lands and visit new Towns in search of lucrative Jobs and dangerous Missions.



How To Use This Book

The *Encounters Book* is used in conjunction with the rules presented in the HexCrawl *Adventure Book*, although you can still use these encounters alongside your vanilla games of Shadows of Brimstone, but many of the encounters listed within won't make as much sense without being able to travel on some kind of Overland map.

Random Hex Diagram

A number of Encounters or Jobs will reference the Random Hex Diagram. Use this or simply pick an adjacent spot to the originating hex, roll a D6 and count out clockwise around that hex to determine a random direction.

D6 Random Hex Diagram

JOBS BOARD (D100)

The *Jobs Board* is used while in Town when looking for extra work. Not everyone is always going out on Epic Missions down in nightmarish Mines looking for Dark Stone all the time, are they? Life still goes on above ground and people need to make ends meet. These can range from mundane, yet strangely dangerous, manual labor Jobs all the way up to deliveries, hit contracts, bounties, negotiations, and can sometimes lead into Missions themselves. Be careful though, as sometimes Mandatory! Jobs will appear that you will be forced into and must complete or suffer the consequences of Failure. Jobs are halfway between short encounters and full-fledged Missions and provide the Heroes with opportunities to travel around the map and get stuff done.

TERRAIN ENCOUNTERS (12:D20)

Terrain Encounters are rolled for when Heroes perform the Search action while on an Overland Map Hex. After the Posse Searches, they'll draw an Exploration Token and if it's an Encounter, Encounter 2x, or Growing Dread Encounter, they'll have a Terrain Encounter. Terrain Encounters will be a bit more thematic and match up with the Posse's position on the map, you'll look up the type of Terrain the Posse is situated on and roll on the relevant *Terrain Encounter Chart*. These could also be used in place of *Wilderness Encounters* if you wanted to, though it's not recommended.

WILDERNESS ENCOUNTERS (D100:[100])

Wilderness Encounters were included with previous versions of HexCrawl and they're still here (*with slight tweaks here and there*). These are similar to Travel Hazards you might roll in the vanilla game of Shadows of Brimstone, but these add slightly more depth and can sometimes have simple branching paths depending on how the Posse decides to proceed. The *Wilderness Encounter Charts* are broken up between the *Wilderness Encounters* themselves and the *Wilderness Encounter Results*.

JOBS BOARD

Heroes may now visit the ***Jobs Board*** to look for what are mostly short-duration mini-missions that take place on the Overland map, though some may be more time-intensive than others. The Short Story campaign style requires that the Posse complete Jobs in order to move the story along, though in the Mine Blast campaign, they're not required. Some Jobs may even lead into Missions on their own, while others will take place as optional conditions that can be completed alongside other Jobs and/or Missions.

Choosing Jobs

Each Town will have three Jobs posted at a time, the Posse may select one of those Jobs if they want or pass on all of them without repercussions unless the Job is listed as 'Mandatory!' in which case the Posse MUST take on that Job. The Posse as a whole may only take on one Job at a time, but may quit a Job and pick up a new one at any time. Any Jobs that are quit are failed and their 'Failure' result occurs.

Heroes may view the ***Jobs Board*** at any time during a Town Stay. Jobs are chosen at random by rolling a D100 (2D10), consulting the ***Jobs Board*** and selecting from the number rolled plus or minus one. So if you rolled '20', you would be able to pick from Jobs 19, 20, & 21. Once a Job is accepted, the Heroes are bound by all the conditions of that Job and if the Job is dropped, it is failed. Mandatory! Jobs must be taken regardless of what else is available.

Care should be taken when selecting Jobs. If you have a choice, be sure to note each Job's Location and Time Limit, as some Job's may be nearly impossible to successfully complete depending on where you're located on the map. There's no sense picking up a Job you know you'll fail and then having to deal with the Failure consequences. Also note the Town where you pick Jobs up from. In some cases the Jobs will refer to an "**Originating Town**", this is the Town where you originally got the Job and sometimes Reward/Failure results will have an impact on that Town.

Completing Jobs

Jobs with a Time Limit will require the Posse to make use of the ***Depth Track*** to keep track of how much time they have left. If a Job has no Time Limit, you can ignore this. Place a marker on the number indicated by the Job's Time Limit, then move the marker one space forward for each day that passes. When the marker reaches the ***Darkness Start*** space, the Time Limit is up at the end of that day and in most cases the Job is failed.

Job Listings

Each Job listing provides information relevant to the Job at hand. When selecting Jobs, it will be important to review what the requirements are for each Job, such as the Location you need to travel to and what, if any, Time Limit there is on the Job. You should try to only select Jobs that you have a chance of successfully completing, otherwise if you later have to drop a Job or fail to complete it, you will have to follow the 'Failure' results listed in the Job's listing.

#	The number rolled using D100
Title	Vaguely descriptive title that may or may not clue you in as to what to expect from the Job.
Keywords	Keywords related to the Job. Jobs with the 'Mandatory!' keyword indicate that you have automatically picked up the Job and must complete it successfully or you must deal with the Failure result.
Background	Flavor text that briefly summarizes what the issue is
Location	This indicates where the Posse will need to travel to in order to attempt the Job. Some Jobs occur at Towns, others at Mines, and still others will simply give directions to a general Terrain type or hex: Local Town: The current Town the Posse is located in. Random Town/Mine: Roll D20 on the ***Town*** or ***Mine Chart*** to determine which Town or Mine the Heroes need to travel to for the Job. This should be done after the Job is chosen, not before.

Location (*cont.*)	Random Clue Site: You will need to travel to a space a certain distance away to Search for Clues. < > Hex: This will usually list a specific type of Terrain that the Heroes will have to travel to and Search or perform some other action on to progress with the Job. Unless otherwise specified, you can only Search or do whatever you need to on those types of hexes to complete the Job. <Location>+<Location>: To find this Location, start from the first <Location> listed, then follow the <Location> directions after that. This will usually indicate a number of spaces to go after that, which will sometimes require you to use the Random Hex Diagram to determine where that hex is.
Time Limit	The number of days that the Posse has to complete the Job. Some Jobs will have an 'Immediate' Time Limit, in which case they start right away in the current Town the Heroes are in.
Description	The specific directions the Heroes will need to follow in order to attempt the Job.
Reward	The reward result the Heroes will find if they complete the Job successfully. Each Job's 'Description' should detail what is required of the Heroes to get a Job's reward.
Failure	The Failure result if the Posse does not complete the Job within the specified Time Limit or the Heroes trigger some other Failure condition found within the Job's 'Description'. Dropping a Job before it is done will also trigger a Job's Failure result.

Job Rewards

In most cases, the Heroes will need to travel back to the **Originating Town** (*the Town where the Heroes got the Job in the first place*) in order to pick up their rewards, though if it makes sense to you that you would get the reward at your current location, then by all means collect your reward there.

Dropping Jobs

The Posse may opt to quit a Job before it is done with it, but if the Posse quits the Job, it must follow the Failure results given in the Job's listing. In some cases, nothing will happen, in others there will be consequences for the Heroes' failure.

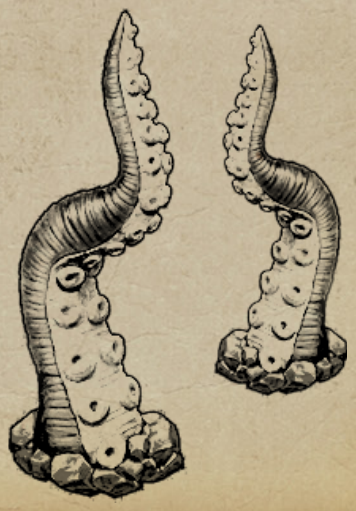
Jobs & Missions

While some Jobs may lead directly into Missions, these Missions are specifically attached to your current Job and don't count against any limits on the number of Missions you can pick up. Each Town only has one Mission available at a time, regardless of any Jobs you've taken on. You may pick up a Mission and still have a Job active at the same time and you may complete these in any order. Each Job or Mission is considered a separate Adventure, so completing either will end an 'Adventure' for the purposes of timing, even if you are still actively involved in the other Adventure.

Exploration Tokens

Exploration Tokens are used with Jobs similarly to how they are used down in the Mines when exploring new rooms. However, there are some differences in when you would shuffle the Overland Exploration Tokens:

1) You start a new game session,
2) You start a new Job,
3) Whenever you transition between using the Overland map & any Map Tiles,
4) Whenever you run out of unrevealed Exploration Tokens.



Jobs Board

# Title	Keywords / Background	Location / Time Limit	Description	Reward	Failure
00 Wanted: An Ugly, No Good Bandido	Job ◆ Law ◆ Bounty *A real scum of a bandido has taken to terrorizing the citizenry, holding-up decent folk and robbing from merchants. Someone needs to take him out or bring him in to face justice.*	**Mountain Hex - No Time Limit**	The Posse must locate 2 Clue Icons on Mountain hexes. After finding the last Clue Icon, the Heroes enter a cave and find the Bandido along with some henchmen. The Bandido is an Epic Human Threat (Brutal Bandido + 1 Threat roll [at level]). You may bring in the Bandido dead or alive. You may use the Capture action on the Bandido instead of killing him. See 'Expanded Combat' for rules on Capturing. If the Bandido is immobilized in this manner, the Job is complete when all other Enemies are defeated.	Alive: If the Bandido is brought back alive, each Hero gains **35 XP**, **$100** and draws a **Loot card**. Dead: If the Bandido is killed off in the battle, each Hero instead gains **25 XP** and the Posse gains **D3x$50**, to be split amongst the Heroes.	In the event that the Heroes are unable to kill or apprehend the Bandido, he goes on a rampage and **1 Random Location** from the Originating Town has closed down and is considered **Destroyed**.
01 X Marks the Spot	Job ◆ Frontier ◆ Find *A prospector has come across an old map, but doesn't have the resources or the courage to follow it to the end and instead offers to sell you the map, though the Posse has no guarantee that the map actually leads to anything useful.*	**Random Mine - No Time Limit**	This is an optional side Job that may be completed at any point in the future, but you automatically begin this Job in the next Mine you enter. You may roll for another Job, in addition to this Job. The next time the Heroes have a Mission in a Mine, they may go on an optional side mission to look for whatever this map is pointing towards. To go off in search of the reward: the Heroes need to make a **Strength 4+** test at a closed doorway in the first available room in their current Mission. The Heroes then need to find 1 extra Clue Icon past that point to find the reward and this Clue Icon cannot be applied towards whatever their main mission is in that Mine.	Each Hero in the Posse gains **25 XP**. Upon locating the Clue Icon, the Heroes come across an ancient chest. Roll a D8 to discover what lies inside: 1 You've sprung a trap! Each Hero takes **D6 Wounds** from the exploding chest! 2-7 You've found a chest filled with gold! Each Hero gets **D3x$50**. 8 Draw **1 Mine Artifact**	If the Posse gives up on the Job, doesn't find the chest on this Mission or loses the map for whatever reason, then someone or something else finds the treasure before them. The Job is over.
02 Inexplicable Murder	Job ◆ Law ◆ Murder ◆ Investigate *A grisly murder in a Town has left a community in shock. The ferocity of the murder suggests it was a crime of passion, pointing to another Town local.*	**Random Town - 14 days**	The Heroes must enter the Town and conduct an investigation. The Posse needs to successfully perform a **Cunning 5+** test in at least half of the Locations in that Town (rounded up) to find the killer. Each Location may only be investigated once and only needs one Hero to perform the test. If successfully completed, the Heroes have a Fight with 1 Brutal Human Enemy in the streets of the Town. If unsuccessful, then all leads have dried up and the Job is failed.	If the Heroes successfully complete this Job, each Hero gains **40 XP** and **D3x$50**. In addition, the local Sheriff buys the Posse a round of drinks to congratulate them (each Hero gains an alcoholic Side Bag Token).	The killer has gotten away scot free. The townsfolk get a bit more paranoid and uninviting knowing that there's a killer still loose among them, while others get out of town for fear of being the next victim. A **Random Location** in Town closes up shop for good (**Destroyed**).
03 Last Stand	Job ◆ Frontier ◆ Rescue *A group of settlers was holed up in an old abandoned Mine, fending off attacks from some Blackfangers.*	**Random Mine - No Time Limit**	The Heroes must enter a Random Mine and complete a ***Search Party*** Mission [Basic:4], however there are 4 settlers that need to be found in this Mine. Instead of the normal rules, each Clue Icon found represents a settler that is rescued. The Posse may exit the Adventure at any time, but any settlers not found are considered lost and presumably dead. When this Job is completed, both the Reward and Failure results are applied to all of the Heroes in the Posse.	For each Settler that is successfully rescued, each Hero gains **30 XP** and **D3x$50**.	For each Settler that is not rescued, each Hero takes **D3 Corruption Points**, ignoring Willpower, as the loss weighs heavily on their souls.
04 The Charon Express	Job ◆ Supernatural ◆ Train *A ghastly locomotive has been spotted moving up and down the tracks and the Posse needs to do some investigating to find out why it's there.*	**Random Town on Rail Line - No Time Limit**	The Posse will need to Search each Rail hex between this Town and another until they come across a total of 3 Clue Icons. After the 1st Clue Icon is found, the Heroes have gotten deep into the mystery, but the spectral train starts targeting the Heroes. Until the mystery is solved, each Hero suffer **D6 Horror Hits** every time they enter any Rail hex. After the 2nd Clue Icon is found, this ramps up to **D8 Horror Hits** every time they enter a Rail hex. Upon finding the 3rd Clue Icon, the spectral train is exorcised and the Heroes can travel as normal.	When the train is finally banished, each Hero gains **30 XP** and **D3x$50**.	Unable to banish the haunted locomotive, travel to this Town begins to dry up and them folks that was here close up shop and head out. **Half the Locations** (rounded down) in the Originating Town are **Destroyed**.

# Title	Keywords/ Background	Location/ Time Limit	Description	Reward	Failure
05 Arzhakov's Gate	**Job ◆ Supernatural ◆ Fight ◆ Mandatory!** *Horrible things have been streaming forth from the once dormant Arzhakov's Gate. If these new monstrosities are not contained, they could very well overwhelm the region!*	**Arzhakov's Gate - No Time Limit**	Place a Strangler figure on Arzhakov's Gate. At the beginning of each day, add another Strangler figure to a random hex adjacent to the previous hex where a Strangler was placed the previous day. If a Strangler figure is ever placed on a Town, remove all Stranglers and the Job is failed. If the Heroes move onto a hex with any of these Strangler figures, remove all these Strangler figures from the map and **Attack!** The Heroes will fight as many Strangler as were removed from the map on an overland terrain battlemap. If you run out of Strangler figures before they reach a Town or are fought, remove all Strangler figures and the Job is failed.	If the Posse defeats the Strangler outbreak, each Hero gains **35 XP** and **D6x$50**.	If the Heroes fail to contain the Strangler outbreak, they overrun the nearest Town and it is **Destroyed**.
06 Slave Labor	**Job ◆ Rumor ◆ Investigate** *There's word that something has started stirring at one of the old Fallen Forts. Some say it's been turned into a prison camp and that folks are being dragged there to be worked to death.*	**Fallen Fort (any) - No Time Limit**	To go investigate these rumors, the Posse will need to Search the Fallen Forts. If a Gate icon is pulled from these searches, then the rumor is true and the Posse comes across an illegal slave labor operation! The group must immediately fight an Epic level Human Threat to free those people that are being held there (use a Terrain or Town battlemap). If none of the Fallen Forts have a Gate icon from the Search, then the rumors turned out to be just that... rumors.	Upon defeating the slavers, the Heroes free some townsfolk that were being held against their will to mine. While they'll never truly recover, they can at least live out their lives in freedom. For selflessly coming to the aid of these people, each Hero in the Posse receives **35 XP** and gains **1 extra Revive Token** that can be used at any time.	Each Hero in the Posse takes **D6 Corruption Hits**, knowing that those people are probably out there still suffering at the hands of those damned slavers. Or maybe not, it was probably just a crazy rumor anyways...
07 Derailed Train	**Job ◆ Train ◆ Delivery** *A train has derailed, spilling its precious cargo all over the place. The Posse needs to find the derailed train and pick up the cargo, then take it to its destination.*	**Rail Hex + Random Town on Rail Line - 10 days**	Roll a Random Town on the rail line to determine the intended final destination of the freight train. The Posse must Search Rail hexes until they have come across a combined total of at least 5 Door icons (*Gate icons count as 3 Door icons, any Door icons found from Searching other terrain do not count*). Upon finding the last required Door icon, the Heroes have found the fallen freight train and can collect the cargo. From there they must transport the cargo to its final destination.	If the cargo is successfully delivered on time, the Heroes are rewarded by the recipients who had assumed their cargo lost. Each Hero gains **30 XP** and is rewarded with Px$50 for a finder's fee.	The precious, perishable goods that were to be delivered have gone bad and are of no use to anybody. Otherwise, there is no Failure result for this Job.
08 The Dead Don't Stay Dead	**Job ◆ Undead** *The local graveyard has a slight problem with keeping its bodies where they belong and needs some assistance. The Posse can go in guns blazing to put the dead back in the ground or try to find another way.*	**Local Town - 3 days**	Begin a battle on a Terrain or Town battlemap against PPP Hungry Dead. If the group wants to avoid re-killing the townsfolk's decaying loved ones, they may (foolishly) attempt to convince each Hungry Dead to get back into their graves. While adjacent to 1 or more Hungry Dead, any Hero may attempt to talk them back into the grave by making a **Cunning 5+** or **Spirit 5+** roll. If successful, that Hungry Dead will stop attacking and move to Escape from the battlemap. Heroes may only attempt to convince each Hungry Dead twice, after that you have no choice but to kill the Dead that won't listen to reason.	For each Hungry Dead that is successfully convinced to get back into their grave, the Heroes each gain **5 XP**.	For each Hungry Dead that is re-killed, the Posse as a whole may gain **$25** from the looting the Dead if they want to, but the townsfolk won't appreciate their loved ones getting slaughtered or family heirlooms being looted. The Heroes will be banned from entering that Town again if more than **$250** is looted from the dead or if they re-kill more than half the Hungry Dead.
09 Indian War Party	**Job ◆ Tribal ◆ Fight ◆ Mandatory!** *A Blackfang Indian War party is on the rampage across the region, pillaging, raping, and destroyin' everywhere they go.*	**Random Mine - No Time Limit**	Place a token down on the Random Mine, this represents the Blackfang war party. Each day, before the Heroes move, this token will move two spaces in a random direction (roll a D6 and use the Random Hex Diagram). If it ever reaches a Town, the Blackfangers have launched a raid and will decimate this Town and its inhabitants. To stop the token the Posse needs to engage this raiding party by intercepting the token. Upon reaching the token, the Heroes immediately begin a Fight on a Terrain battlemap against either a PP worth of Indian Human Enemies or an Epic Level Threat's worth of Blackfang Indians (whichever Enemies are available).	For successfully putting down the Blackfang Indian War party, the Heroes each receive **30 XP** and P worth of Dark Stone, in addition to whatever Loot they find off the Indians.	If the Blackfang token reaches a Town, that Town is **Destroyed** and remove the Blackfang token from the board. Each Hero in the Posse takes P **Corruption Points** (ignores Willpower) from knowing the horrors that befell those townsfolk while they did nothing to stop it. You careless bastards should be ashamed of yourselves.

# Title	Keywords / Background	Location / Time Limit	Description	Reward	Failure
10 At Loggerheads	Job • Frontier • Tribal • Negotiate *Some loggers in a forest are coming up against some trouble and have requested help from anyone brave enough to deal with the injuns infesting their woods.*	**Forest Hex** - **14 days**	The Posse will first need to find the Indians that are causing the trouble for the loggers. To find them the Posse should Search through Forest hexes until they come across a Gate icon (*ignore any Encounters on that Exploration Token*). Upon finding the Indians, the Heroes may either attempt to negotiate with the Indians or may attack them to remove the Indians. If any of the Heroes have the keyword 'Tribal' or 'Kemosabe', they may attempt to negotiate with the Indians by passing a **Cunning 6+** test. If the Heroes want to or fail to negotiate, they may attack the Indians to evict them. Immediately start a battle on a Terrain battlemap against (P)(P) **Indian Scout Human Enemies**. If anyone in the Posse already has the keyword 'Paleface', automatically begin an Ambush battle against the Indians, they have gotten the jump on you. The Indians will not Ambush the group if there are any Heroes with the keywords 'Tribal' or 'Kemosabe' in the Posse. This Job's Failure result will occur if the Heroes drop the Job, don't not complete it in time, or attack the Indians. However, if the Indians are defeated, the Heroes still read from the Reward section as well.	If the Posse finds a way to peacefully resolve the situation, each Hero gains **50 XP** and may Heal 1 Injury, Mutation, or Madness from a grateful Indian Medicine Man. Any Heroes that do not have the keywords 'Tribal' or 'Kemosabe', gain the keyword 'Kemosabe' for helping to avoid any unpleasantries. If the Posse ends up fighting the Indians and beating them, any Heroes with the keyword 'Kemosabe' lose that keyword and any Heroes that do not have the keyword 'Tribal', gain the keyword 'Paleface'. Each Hero in the Posse also gains **25 XP** and (P)x**$100** as a reward for dispatching with those savages. Also, follow the Failure result for this Job.	The argument between the loggers and Indians has taken a turn for the worst and tensions around the area are running high now that blood has been shed. **Permanent Effect**: if the Posse has any Heroes with the keyword 'Tribal' or 'Kemosabe' in the group with other Heroes with the keywords 'Frontier' or 'Paleface' (*who do not also have either the 'Tribal' or 'Kemosabe' keywords*), the Posse is -1 to all *Hold Back the Darkness* rolls while those two groups of Heroes are in the Posse together. Their mutual distrust and fear of each other is affecting the group's performance. Does not stack with multiple Heroes or keywords.
11 Gunfighting Competition	Job • Showman • Contest *A local gunslinger-turned-Mayor has called together the meanest sunsuvbitches from all around the region to compete in a Gunfighting competition.*	**Random Town** - **7 days**	After arriving in Town, each member of the Posse may bet on how many Shooting rolls they can succeed at consecutively without failing. Then each Hero makes a series of Shooting rolls until they fail, keeping track of the number of successes. Afterwards, roll a (P) to determine how many the best Challenger from the competition was able to finish with. Whoever has the most successes wins the competition. Roll additional Shooting tests in the case of ties (The Challenger has a 3+ To Hit Ranged skill) until there is a clear winner.	If one of the Heroes is the winner of the competition, they gain **50 XP** and take home **D3x$100** in winnings. The other Heroes that participated each gain **35 XP**. Heroes that matched exactly the number of successes they bet also gain an additional **$25 per success**, regardless of whether or not they actually won the competition.	Whoever has the lowest number of successes in the competition is struck by a stray bullet and suffers the **Permanent loss of D3 Health**. Be careful where you're standing next time, you frickin' jackass.
12 Bounty Huntin'	Job • Law • Bounty *There's a bandit on the loose with a price on his head running around the area, trying not to be found. The job posting says he can be brought back Dead or Alive.*	**Random Clue Site** - **14 days**	Generate a Clue Site to Search that is D10 Hexes away. Search for a Clue Icon at the Clue Site and/or any surrounding hexes. When a Clue icon is found, generate another Clue Site that is D6 Hexes away and Search for another Clue Icon at that Clue Site and/or any surrounding hexes. When that is found, then generate another Clue Site that is D3 Hexes away and Search for one final Clue Icon. At this final Clue Site, the Bandit is found. If a Clue icon is not found at any of the Clue Sites or any of their surrounding areas, then the Bounty has escaped and the Job ends in failure. If the Bandit is found, immediately begin an Overland battle on a Terrain or Town battlemap against a Brutal Outlaw Human Enemy. You may bring in the Bandit dead or alive. You may use the Capture action on the Bandit instead of killing him. See 'Expanded Combat' for rules on Capturing. If the Bandit is immobilized in this manner, the Job is complete when all other Enemies are defeated.	Alive: Each Hero gains **50 XP** and **$150** and also draws a **Loot card**. Dead: Each Hero gains **35 XP** and the Posse as a whole gains **D3x$50**, to be split amongst themselves.	The Bandit has escaped the long arm of the Law and is free to roam, engaging in all sorts of banditry. Ironically enough, the Bandit follows the Posse back and steals a Random Hero's Horse when they're not looking. **Their Horse is lost**.

# Title	Keywords/ Background	Location/ Time Limit	Description	Reward	Failure
13 Raging River Rescue	Job ◆ Settler ◆ Rescue *A group of settlers was crossing over a river when a flash flooding occurred that washed the entire group all over the place. Some survivors of the flooding are looking for help in locating fellow survivors and family.*	**River Hex - 4 days**	The Posse must Search River hexes to find survivors or casualties. For each Clue Icon result, you have found either a body or a survivor. For each Clue Icon/survivor located, roll a D6. 1-2 Gain 15 XP. You've only managed to locate a corpse, though the settlers are still grateful for the closure, but they're in mourning and you don't gain any money from the discovery. 3-5 Gain $50 and 20 XP. 6 Gain $100 and 25 XP. You locate a settler of some great importance and you are rewarded quite handsomely.	There is no set Reward for successfully completing this Job	If you find no bodies, then each Hero takes D6 Corruption Hits.
14 Cowboys and Aliens	Job ◆ Strange ◆ Investigate *Ranchers are complainin' about their cattle being stolen off in the night or being mutilated in strange ways and there's been a rash of strange sightings in the night sky. You'll need to roam around the area to figure out what's going on.*	**Any Medium Terrain - 14 days**	The Heroes need to Search any clear (Medium terrain) hexes to find any Clues regarding the local strangeness. Whenever a Clue Icon is found: Lore 5+ If the Posse makes the test, they found some kind of Clue about what's going on here. To complete the Job, the Heroes must successfully investigate three Clue Icons.	Each Hero gains 25 XP. Turns out it was just some old, local hermit that just wanted to be left alone. Them cattle was eatin' some of his choice herbs and he wasn't having none of it. If the Heroes give the Hermit Herb Side Bag Tokens he'll forget all about the whole thing even sit and talk with the Posse for a spell. If the Heroes give the Herb Side Bag Tokens, each Hero gains an additional 50 XP as well.	The Heroes never are able to figure out what's going on with them cattle. It could be some ancient evil that walks the Earth again or strange visitors from some far off Other World, but you'll never know for sure...
15 Grave Diggin'	Job ◆ Labor *It's back-breaking work, but somebody has to get it done. Help out the local cemetery by digging graves in town and maybe unburden the dead of their unneeded... belongings.*	**Local Town - No Time Limit**	While this Job is active with the Posse, any Hero may spend their day in this Town digging graves. Those that spend their day digging graves may not visit any other Town Locations for that day. Heroes may dig graves multiple times during their Town Stay. As soon as the Posse leaves the Town, this Job is over.	Each Hero that is digging performs a series of eight D8 rolls. On a result of 1, that Hero has suffered from an accident and rolls once on the *Injury Chart*. For each 4+ roll you earn 15 XP & $25 and for each 7+ rolled you may earn an additional 20 XP & $100, but take a point of Corruption (ignores Willpower) for looting a body of some valuable piece of jewelry.	There is no cost to failing at being a grave digger. One way or another, you'll wind up at the bottom a grave eventually...
16 Election Season	Job ◆ Politics *A Town is holding its election for a new Mayor and one of the candidates is vying for support. If the Posse helps him out they may be able to gain some influence with the higher ups in Town.*	**Random Town - 14 days**	To help garner support for the candidate, the Heroes need to travel around the area surrounding the Town and try to generate support for the candidate. To convince voters you'll need to make appeals to their intellect (Cunning 6+ test), their patriotism (Lore 5+ test), intimidate them into voting correctly (Strength 5+ test), or just bribe them with money and/or alcohol. In each hex where you're trying to build support, you may spend 1 MP to try to influence the locals there. You'll need to sway 6 hexes to vote for the candidate to complete this Job. You only have one chance to sway each hex, otherwise it goes for the opposition and you may not try to sway that hex for the rest of the Job. Place a marker on hexes to keep track of those for or against the candidate. If you decide to bribe the locals instead, you may spend D6x$25 or 1 alcoholic Side Bag Token to automatically convince locals in that hex.	The candidate sails to an easy victory and becomes the new Mayor of this Town. The Mayor remembers his friends and rewards them well. Upon completing the Job, each Hero gains 35 XP & $150 and the Posse may immediately swap one of the Town Locations in this Town for any other Location you would like.	Unfortunately the election didn't go as planned and your candidate lost in a big way. It didn't help what with all the scandal and controversy over questionable campaign tactics. The new Mayor is trying to clean house and rid the Town of corruption and sees the Posse as part of the problem. **For the rest of the campaign:** the Posse may not stop in this Town again for a Town Stay and if it enters this Town's hex, you must immediately fight a Medium level Human Threat.

# Title	Keywords/ Background	Location/ Time Limit	Description	Reward	Failure
17 Slumbering Gods	Job ◆ Occult ◆ Mandatory! *A cult seeks to awaken something that is better left sleeping. They're only missing a single item located deep in a long forgotten Mine tunnel.*	**Random Town + Random Mine - 4 days + 7 days**	The Posse must either stop the Cultists before they make off with the ancient artifact from a Town or, failing that, pursue them deep into the bowels of a mine to close the gate they have opened before they summon an Ancient One. If the Heroes arrive at the Town before the Cultists do (before the first deadline), they immediately fight against a High Human Threat on a terrain or Frontier Town battlemap. If they successfully dispatch these Enemies, they have stopped the Cultists. If the Heroes are unable to stop them from stealing the artifact, the Posse must engage them in their lair deep in one of the Mines. Treat this as a ***Seal the Void Gate*** Mission [Basic:3], with the sole exception that the final fight is against an Epic Human Threat (*though the Enemies placed via Creature Summoning are still Monsters*).	Each Hero receives 25 XP as well as D6x$50 for their efforts in safeguarding humanity from yet another threat.	If the Heroes fail this Mission, an Ancient One emerges from the gate and lays waste to the surrounding region before it eventually grows bored and leaves back through the gate from which it came. **All Towns within 2 hexes of the Mine are Destroyed.**
18 Brimstone Poker Tournament	Job ◆ Performer ◆ Contest *There's a poker tournament going on in another Town that's looking for entrants. The stakes are high and the competition is fierce.*	**Random Town - 5 days**	When the Heroes make it to the Town holding the Poker tournament, they'll each need to pay an entrance fee of $100 to join the Tournament. Each Hero that enters the tournament rolls 5D6 and add the numbers together to represent their score. To represent their competition's score in the Tournament, roll 6D6 and add the numbers together. Whoever rolls the highest amount wins the purse, if the competition gets it then the Job is failed. Reroll in the case of ties.	If a Hero wins the Poker Tournament, they gain back **triple the sum of the entrance fees paid** by all the Heroes to enter the Tournament.	In the case of failure, the Heroes either didn't make it to the Tournament in time or didn't win the Tournament. The only result of failing this Job is that the Heroes lose any money they paid for the entrance fee.
19 Fugitive on the Run	Job ◆ Law ◆ Hunt *A fugitive broke out of a local jail cell and is on the run. Can you track him down before you lose his trail for good? If he makes it too far he's a free man.*	**Local Town - 7 days**	To find the Fugitive, the Heroes will need to Search hexes within 2 hexes of this Town in hopes of capturing the escapee before he flees the area and escapes for good. When the Heroes come across their first Gate Icon, they have found the Fugitive and will need to apprehend him. To apprehend the Fugitive the Heroes will need to engage him in a fight on an overland battlemap, he is a single Brutal Human Outlaw Villain at the Posse's Threat level. You may use the Capture action on the Fugitive instead of killing him. See 'Expanded Combat' for rules on Capturing.	Alive: If the Fugitive is captured alive, each Hero gains 50 XP and D3$50 and also draws a **Loot card**. Dead: If the Fugitive is killed, each Hero gains 30 XP and the Posse as a whole gains D3x$50, to be split amongst themselves.	If the Heroes fail to stop the Fugitive from escaping, he gets away and immediately starts a wave of bank robberies before leaving the area for good. One Random Town is especially hard hit and two Town Locations become Closed as a result (**Destroyed**).
20 An Innocent Man	Job ◆ Law *A man is set to hang real soon in another Town. Evidence has come to light that could free this man, but if you don't get there in time, he'll hang for sure.*	**Random Town - 4 days**	The Posse will need to get to the other Town in time to present the evidence to the local sheriff and make a **Cunning 4+** test, otherwise the Sheriff won't believe the evidence is real and hangs the man anyways.	Each Hero receives 50 XP and D3x$50 as a reward for freeing the man.	The innocent man hangs for a crime he didn't commit, just another casualty of life. Each Hero takes **D3 Corruption Hits**.
21 Orphan Outlaws	Job ◆ Youth ◆ Outlaw ◆ Fight *A gang of child outlaws are holding up travelers, how can the Posse handle these nefarious underage criminals? Is a spanking a tough enough sentence, or do they need to go further?*	**Road Hex - No Time Limit**	You'll need to first find where these child criminals have gotten off to by Searching road hexes. Upon finding your 3rd Clue Icon, you have found the outlaw children. The child outlaws immediately attack you, you have been Ambushed. Use the same stats as Lackeys for these kids (see new Human Enemy Record Sheets). You may use the Capture action on the child bandits instead of killing them. See 'Expanded Combat' for rules on Capturing. If any of the children are killed while in the Fight, the "Hero" that killed them immediately takes **D6 Corruption Points** (ignore Willpower).	For taking care of the underage thugs, each Hero receives 50 XP and $100.	You were unable to take out the pint-sized predators and so they continue their reign of terror unopposed and eventually form a massive network of orphan thieves and pickpockets across the region. Each Hero loses D6x$50 from orphan pickpockets that slip the cash from your wallet without you knowing.

# Title	Keywords/ Background	Location/ Time Limit	Description	Reward	Failure
22 Acquisitions Incorporated	Job ◆ Occult ◆ Find *A treasure hunting agency is offering top dollar for any artifacts that adventurers can recover from Other Worlds.*	**Random Other World - No Time Limit**	This is an optional side Job that may be completed at any point in the future. You may roll for another Job, in addition to this Job. While in this Town you may sell Artifacts from a random Other World at twice their listed value. Each time you sell an Other World Artifact, roll a D6. On a 5 or 6, Acquisitions Incorporated has found what they're looking for an close up shop without a word. Whatever these strange fellows wanted, they now have it thanks to you...	There is no set Reward result for this Job.	There is no Failure result for this Job.
23 Cult Following	Job ◆ Occult ◆ Mandatory! *A doomsday cult has sprung up since the destruction of Brimstone and aims to bring about what it sees as the inevitable end of the world. They're tracking down an ancient text in hopes of finding a way to summoning the Darkness across the entire planet.*	**Mine Hexes - 9 days/ 12 days**	The group must travel to various Mines looking for the one that holds the ancient tome. The old books mention a very specific landmark that you should be able to spot by Searching at the Mine Entrance. As soon as the Heroes find their first Clue Icon, they have found the Mine they're looking for. If the Heroes reach the Mine before the first Time Limit runs out, they have found the Mine before the Cult has and can go on an ***Exploration*** Mission [Basic:2] to find the Tome. Ignore the normal Reward & Failure results for this Mission. If the Heroes find the Mine after the first Time Limit runs out, then the Cult has made it there first and the Heroes must instead go on a ***Seal the Void Gate*** Mission [Basic:3] to stop the Cultists. Replace all Threats in the Mine with Human Enemies up until the Final Battle for this Mission (Draw an Epic Threat for the Final Battle). Ignore the normal Reward & Failure results for this Mission.	If the Posse is successful in finding the Tome before the Cultists, they each draw a **Mine Artifact card** and gain **35 XP**. If the Posse doesn't get to the Tome before the Cultists and have to go on a ***Seal the Void Gate*** Mission, the Heroes instead gain **25 XP** and gain **D6x$50**.	If the Heroes are unsuccessful in stopping the Cult, their Void Gate that they opened up becomes rapidly unstable and begins shifting around the entire region before it eventually burns itself out. **3 Random Towns** across the Map are **Destroyed** (across the entire region, not just the nearest).
24 An Illicit Affair	Job ◆ Investigate *A husband or wife suspects that their spouse has been cheating on them and wants you to track their movements through Town.*	**Local Town - 4 days**	You'll need to watch the spouse's movements over the course of the Job's time limit. One Hero per day will need to dedicate their time to following after the spouse and won't be able to visit any Town Locations or take any other actions for that day. Heroes may alternate who follows the spouse each day. To follow the spouse, you'll need to make an **Agility 4+** test to see if you evade detection. If you fail this Agility test 2 days in a row, the Job is failed.	For each day that you successfully follow the spouse, each Hero gains **20 XP** and **$20**.	The spouse catches wind of your investigation and hires some thugs to ambush your group. Though you're able to fend them off, each Hero takes **D8 Hits** in the process.
25 Shull Party Massacre	Job ◆ Tribal ◆ Supernatural *An old Indian Burial Ground is said to hold powerful artifacts, but is also protected by menacing spirits meant to ward off treasure seekers. The Shull Party got a bit too close to that burial ground and paid the price. Maybe your Posse will fare a bit better?*	**Shull Party Massacre - No Time Limit**	As soon as you enter the Shull Party Massacre hex, a Gate opens up: **Ambush - Draw a High Threat**. After the Fight, you may explore around the area to try to find the Artifacts. You find some tunnels leading beneath the Burial Grounds and may begin an ***Exploration*** Mission [Basic:2] to recover the Artifacts. All Rules are the same, except add on an additional Hungry Dead to each Fight during this Mission. When the Posse finds the final *Dead End* in the Mine, they automatically face an **Epic Threat**.	If the Heroes successfully finish the Mission, they come across a cache of valuable Artifacts. Each Hero gains **25 XP** and any non-Tribal Hero may **draw a Mine Artifact card**. Any Heroes that take Artifacts from the site will lose the 'Kemosabe' keyword (if they already have it) and will gain the 'Paleface' keyword.	If the Heroes fail the Mission, vengeful spirits escape the tunnels and lay waste to Towns in the area. The nearest **four Towns each have 1 Random Building Destroyed** by the vengeful spirits. In addition, until the Posse gets back into Town, each Hero in the Posse will need to roll for Wilderness Encounters at the beginning of the day, rather than rolling for the Posse as a whole.

# Title	Keywords/ Background	Location/ Time Limit	Description	Reward	Failure
26 The Slow and the Undead	Job ◆ Undead ◆ Mandatory! *An outbreak of Hungry Dead is beginning to spread through an area. If it's not contained, it could overrun the whole region!*	**Random Mine - No Time Limit**	Place a Hungry Dead figure on the Originating Mine. At the beginning of every day, add another Hungry Dead figure to a random hex adjacent to the previous hex where a Hungry Dead was placed the previous day. If a Hungry Dead figure is ever placed on a Town, remove all Hungry Dead and that Town is **Destroyed**. If the Heroes move onto a hex with any of these Hungry Dead figures, remove all these Hungry Dead figures from the map and **Attack!** The Heroes will fight as many Hungry Dead as were removed from the map on an overland terrain battlemap. If you run out of Hungry Dead figures before they reach a Town or are fought, remove all Hungry Dead figures and Destroy the nearest Town.	If the Posse defeats the Hungry Dead menace, each Hero gains **30 XP** and **D6x$50**.	If the Heroes fail to contain the Hungry Dead menace, they overrun the nearest Town and it is **Destroyed**.
27 Going to the Promised Land	Job ◆ Holy ◆ Settler *[Requires Holy Hero]* *A caravan of religious settlers is traversing through the area and are requesting protection from any decent, God-fearing folk that can lend a hand.*	**Any Hex on the East/ West edge of the map - No Time Limit**	The group will need to meet up with the Settlers on one edge of the HexCrawl overland map (player's choice). And will then need to escort the Settlers to the other end of the map. While traveling with the Settlers, draw an Exploration Token at the end of each day. If all the Heroes run from a Fight or are KO'd, then the Settlers caravan is attacked and the Job is failed.	The Settlers thank you for your service in helping them across this dangerous region. They don't have much, but what they do have they offer to you without hesitation. The Posse gains a number of Loot cards equal to the amount of Heroes in the Posse that must be distributed amongst the group. Heroes with the keyword Holy get first choice of the Loot cards, other Heroes may choose after them. Each Hero also gains **25 XP**.	The Settlers are dispersed, their pilgrimage for a better way of life is now just a broken dream. Any Heroes with the keyword Holy are at **-2 Faith** until the end of their next successful Mission.
28 Occult Collector	Job ◆ Occult ◆ Research *An Occultist is searching for artifacts of power and has requested the aid of the Posse to hunt down one of these artifacts. He joins along with the party for fear that some ancient rune magic may be disturbed and release a foul curse on the countryside.*	**Random Mine - No Time Limit**	An Occultist joins the Posse as an ally (choose 1 player to control the Occultist model during their Activation). The Occultist has the following stats: No Combat actions available **Move** 4 **Health** 8 (Def 5+) **Sanity** 10 (Will 3+) Any Wounds or Sanity damage that affects the Heroes during Encounters, also affects the Occultist. If the Occultist is KO'd at any point, the Job is failed. Go on a ***Seal the Void Gate*** Mission [Basic:3]. When the Posse gets to the Objective Room for this Mission, the Occultist will need to spend 3 turns adjacent to the Void Gate in order to complete his research. However, upon completing his research, the Heroes should make a separate *Hold Back the Darkness* roll. On a fail, the Occultist is driven insane by what he has learned from the Void Gate and is transformed into an XL or bigger Monster (same stats as normal at Posse's level) and begins attacking the party. In this case, the Job is not complete until all enemies, including the transformed Occultist is killed (you do not fail the Job for having to kill him in this case). The Void Gate will need to be sealed as well, but only requires 2 Sanity tokens instead of 5. If the *Hold Back the Darkness* roll is successful however, the Occultist keeps the Darkness under control. The Occultist may attempt to seal the Gate in place of the Heroes. In either case, only 2 Sanity tokens are required on the Void Gate to seal it.	If the Occultist survives until the end of the Job, each Hero gains **50 XP** and **D3x$100**. If the Posse ends up having to kill the transformed Occultist, each Hero gains **30 XP**, but only find **$100** in his remains, apparently he hid the rest of the money somewhere else in case you were planning on double-crossing him.	If the Occultist is killed without having studied the Void Gate or if the Posse fails the Job in any other way, then the Void Gate becomes unstable and a series of Void Twisters spill forth from the Gate and wreak havoc on the countryside. **D3 of the nearest Towns are Destroyed** in the ensuing chaos.

# Title	Keywords/ Background	Location/ Time Limit	Description	Reward	Failure
29 Runaway Bride	Job ◆ Investigate *A woman was supposed to get married, but uncharacteristically left at the last minute. The groom and the Bride's family fear something sinister, though you suspect it may be as mundane as cold feet.*	**Random Town - 14 days**	The Posse will need to go into the Town and investigate each Town Location until they find the runaway bride. Once per day, each Hero may attempt a **Cunning 6+** test to look for Clues as to the Bride's intentions/whereabouts. Each attempt discovers a single Clue. The Posse must find 5 Clues in this way before the mystery of the Runaway Bride is solved. The Posse should head back to the **Originating Town** to receive their reward. Optionally, when all 3 Clues are found, the Posse may also attempt to convince the Bride to come back with them by making a **Spirit 6+** test.	If the Posse brings back news of the Bride and her whereabouts in time, each Hero gains **25 XP** and **D6x$10**. If the Posse is also successful in convincing the Bride to come back with them, each Hero gains an additional **15 XP** and **$100**. Instead of bankrupting the newlyweds, each Hero may forgo gaining ANY gold and instead gain an additional **15 XP** and remove 1 point of Corruption.	If the Posse fails to locate the Bride in time and notify the family, then the groom moves on with his life and finds the newest love of his life in a local Saloon Girl, impulsively getting married right away. After 3 months, the Saloon Girl leaves the groom for more exciting pastures. Heart-broken, the groom rides out into the wilderness, digs a hole in the ground, and slowly raises the gun to his head...
30 Betrayal!	Job ◆ Fight ◆ Mandatory! *Someone has led a band of outlaws right to the Posse and now you've been Ambushed!*	**Local Town - Immediate**	**Ambush - Epic Human Threat**. The Heroes need to either kill all the Enemies or all need to Escape to complete the Job.	If all the Enemies are killed, each Hero gains **25 XP** and **D3x$25**. If all the Heroes successfully Escape, each Hero gains **15 XP**.	If the Heroes fail to defeat all the Enemies or Escape, then whoever didn't escape, rolls on the ***Injury Chart*** and that Hero **loses 1 permanent Health**.
31 Cattle Rustlers!	Job ◆ Frontier ◆ Strange *A herd of cattle has gone missing and a local Rancher suspects cattle rustlers have stolen his cattle and are taking his cattle to parts unknown.*	**Any Medium Terrain - 6 days**	The Heroes need to Search any clear (Medium terrain) hexes to find any clues as to the location of the Ranger's herd. As soon as the first Clue Icon is found, the Heroes have found the herd and must engage the Cattle Rustlers if they want to recover the cattle. **Attack - Human Threat level**. During this Fight, whenever anyone rolls a '1' while attacking with a Range weapon, their Shot hits and kills one of the roaming cattle instead. Keep track of how many cattle are killed using some form of counters, as this will be necessary for calculating your Reward.	If the Heroes successfully fight off the Cattle Rustlers and recover the cattle, they each gain **30 XP** and 1x$100. However, for each cattle that is killed from stray shots, they get $25 less from their total reward. If this goes into the negative, then yes, **the Heroes must pay the money back to the Rancher**.	If the Cattle Rustlers manage to get away with the cattle, the Heroes reputation is damaged and they lose any choice of Jobs they can get whenever they consult the Jobs Board. Whatever number is rolled is the Job they must take (instead of being able to choose + or - the number rolled). This restriction is in effect until the Heroes successfully complete an Adventure.
32 Cleaning Contract	Job ◆ Outlaw ◆ Fight *[Not available if Law Heroes in Posse]* *A fellah has gone and pissed off the wrong people, now it's up to the Posse to go make this fella see the error in his ways.. permanently.*	**Random Town - 10 days**	The Posse will need to first find where the Fellah is at in Town. When visiting a Town Location for the day, the Heroes can draw an Exploration Token, ignore all icons except for Clue Icons. When Clue Icon is drawn, any Heroes present at that Town Location can attempt to eliminate the Fellah by making an attack (*either with your normal Combat rating or Ranged shots on an equipped gun*). If at least 5 damage is done to the Fellah, he is killed. Whether successful or not, the Posse will need to end their Town Stay after the attempt.	If the "Heroes" are successful in eliminating the Fellah they each gain **25 XP** and D3x$50.	If the Posse is unsuccessful in eliminating the Fellah, your employers hire a mercenary to come after you now. The next time the Heroes face off against an Epic Threat, a sniper takes a few shots at the Posse and you all take **D6 Wounds** (no defense) from his bullets.

# Title	Keywords/ Background	Location/ Time Limit	Description	Reward	Failure
33 Archaeological Expedition	Job ◆ Science ◆ Investigate *An expedition has not been heard from for some weeks and the sponsors are getting nervous that either something happened to them or that they've been cheated out of their money. They'd like the Posse to look into the matter and figure out what's going on.*	**Random Mine - 7 days**	The Heroes will need to go to the Mine and perform a Search action on the Mine entrance hex. If the Heroes find a Clue Icon, then the Heroes have found a trace of the expedition at the Mine entrance and may continue on into the Mine to attempt to rescue the expedition. To find the archaeologists, the Heroes will need to enter the Mine and complete a *Search Party* Mission [Basic:4]. All the same default rules apply except that the Heroes are rescuing multiple people. When the archaeologists are found at the end of the Adventure, roll . That is how many archaeologists that were there in the Mine. Then roll D6 for each to determine how many were still alive by the time you reached them. Ignore the default Reward/Failure results for that Mission. If no Clue Icons are found, then the Heroes find the expedition's camp completely empty. All their personal effects are still there and there's no signs of a struggle. It's as if the group simply got up and left on their own, but there's no tracks leading away. They just disappeared.	If the Posse enters the Mine and completes the *Search Party* Mission, the Heroes each gain 50 XP and may draw an Artifact card. For each missing archaeologist that is recovered alive, the Heroes also gain $50. If the archaeologists simply disappeared, each Hero in the Posse gains 25 XP and $50, but it still bothers you never did find nothing about those people. It's darned creepy what happened.	If the Heroes fail the Job, each Hero takes D6 Corruption Points, ignoring Willpower, as the loss of all those brave men weighs heavily on their souls.
34 Labor Strike	Job ◆ Labor ◆ Negotiation ◆ Mandatory! *Workers throughout the Town have gone on strike to protest local working conditions. The Towns' businessmen think they've been quite equitable and want you to put a stop to these rabble rousers.*	**Local Town - 7 days**	The Posse may either try to peacefully evict the strikers or they may violently eject them. The Posse will need to visit each Town Location to deal with all the strikers and complete the Job. Heroes may not purchase Goods or Services while in this Town while the strike is going on. If the Heroes want to peacefully evict, a Hero must make a successful Cunning 5+ or Spirit 5+ Test while in each Town Location. Each time one of these Skill Tests is failed at a Location, it increases the difficulty the next time any Heroes attempt a Skill Test again at that Location. Failed Skill Tests add on an additional success needed to complete the Skill Test, so a failed Cunning 6+ roll then becomes a Cunning 5+^2 (two '5' or better results are needed from a single skill roll to complete). If the Posse decides to forcefully evict the strikers, they will need to fight the leaders of the strike in Town on a battlemap (either the Town or a terrain battlemap can be used). Attack - Roll for an Epic Human Threat.	Each Hero in the Posse gains 30 XP and $5 for each Town Location that is peacefully resolved. The businessmen pay out less money due to the higher wages they pay out as a result of your negotiating. For each Town Location where strikers are forcefully evicted, each Hero gains 5 XP and $50, but gains 1 Corruption (no Willpower save). The Heroes have beaten back peaceful protesters who simply wanted honest pay for honest work, and you went in there and cracked their skulls for it.	If the Heroes fail to find some resolution to this mass strike before the end of the week, local business leaders call in the Pinkertons to break up the strikes. The Pinkertons brutally put down the strikers, injuring many and killing a few. The townsfolk are torn apart by the savagery and many decide to move away, leaving the Town a barren husk of what it used to be. All but 1 Town Location here is Destroyed.
35 Experiments in Disaster	Job ◆ Science ◆ Investigate *A scientist playing with the forces of God tinkered with the building blocks of life and has now created a creature with the potential to destroy an entire Town. Or it's just a misunderstood peace-loving creature, it's hard to tell.*	**Random Town + Random Hex Diagram D3 hexes away - 4 days**	The Creature begins D3 hexes in a random direction away from a random Town and will slowly move 1 hex towards the Town each day. If and when the Creature reaches the Town, roll a D6 to determine how the Creature reacts. If anything other than a '6' is rolled, the townsfolk react in fear and the Creature attacks. In a rampage, the Creature Destroys two Random Town Locations before disappearing into the wilderness. If a '6' is rolled, then the Creature is frightened off and runs off into the wilderness, never to be seen again. If the Heroes reach the Creature before it reaches the Town: Attack - one XL or larger-sized Monster (same stats as normal at the Posse's level).	When the Job is complete, each Hero receives 30 XP. If the Heroes kill the Creature, they each gain an additional $50 from the grateful townsfolk that didn't have to take their chances with the Creature.	If the Job is failed before the Creature enters the Town, then the Creature goes on a frenzied killstreak, Destroying 2 Random Town Locations in the nearest Town.

# Title	Keywords/ Background	Location/ Time Limit	Description	Reward	Failure
36 Dangerous Excavations	Job ◆ Science ◆ Investigate *The corpse of some kind of alien entities have been discovered by an archaeological expedition and they're requesting help hauling it back into Town.*	**Random Mine + Random Hex Diagram D3 spaces away - 14 days**	When the Posse reaches the Site, they'll need to travel with the Archaeologists into the nearest Town so they can transport the things they found back to wherever. The Posse may only travel one hex maximum per day with the Archaeologists, their equipment, and the corpses. At the beginning of each day that the Posse travels with them, a Random Hero makes a **Luck 3+** test. If this test is ever failed while transporting everyone, then the alien entities come alive: Attack - Draw a Threat card at the Posse's level. If a 1 is ever rolled during this test, then the alien entities come alive while everyone is unprepared: Ambush! Draw a Threat card one level higher than the Posse's current level. If the Posse reaches the nearest Town, the Job is completed.	If the Posse reaches the Town without the alien entities coming to life, each Hero gains **30 XP** and **D3x$50**. If the Posse reaches the Town, but had to fight the alien entities that came back to life, each Hero instead gains **40 XP** and **D3x$25**, on account of the extra mutilating they did to them bodies.	If the Posse fails to get to the Archaeologists and get them back to Town in time, then whatever those things were that they recovered come back to life during the night and slaughter the Archaeologists in their sleep. The creatures then slink off into the night, never to be heard from or seen again (you hope). Each Hero takes **D3 Corruption Points** knowing that they should've been protecting them Archaeologists.
37 The Heads of Statesman	Job ◆ Rescue *An important official in this town is being held hostage by a group of crazy cultists. The Posse needs to act quickly or he's a goner for sure.*	**Random Mine - 4 days**	From the Originating Town, the Posse must head to the Mine and begin a ***Search Party*** Mission [Basic:4] in order to rescue the official. Instead of drawing Threat Cards though, the Heroes should roll on the Human Threat Tables. All other rules for this Mission are the same, except the Reward/Failure results.	If the Heroes successfully bring back the Official alive, they are rewarded with **35 XP** and each Hero gains their choice of **D3X$100** or they may draw a Mine Artifact card. If the Official is recovered dead, then the Job is failed.	If the Heroes fail to recover the Official alive, then his widow personally holds your Posse responsible for the Official's death. She uses her influence in Originating Town to get everyone in the Posse banned from entering the Town. From now on the Posse may not enter any Locations in this Town, though they may stay at the Campsite.
38 Exotic Travelers	Job ◆ Escort *A group of travelers from a far off land have gotten themselves a bit lost in this area and need someone to escort them out and away from Brimstone so they can continue on their way. You'll need to find them first, then bring them back to safety.*	**Random Mine - 16 days**	When the Posse reaches the Mine, they must then move with this group of Travelers to the nearest edge of the map to escort them away from the area to safer parts. The Posse moves at a slow pace of 4 MP per day while traveling with this group (no abilities or effects may be used to increase this speed). If the Posse is ever in a Fight while traveling with the group, the Travelers are killed if the Heroes all Escape from the Fight or are all KO'd. Anytime the Posse as a group would suffer damage from an Encounter, roll a D8. On a 1, the Travelers are also hit by the same thing and are dispersed. In either case, the Job is failed.	If the Posse successfully escorts the Travelers then each Hero gains **30 XP** and each Hero may either get **$300 or may draw a Gear card** as payment from the grateful folks.	If the Posse fails to get the Travelers to the nearest edge of the map in time, then the Travelers lose hope and disperse on their own. There is no other Failure result for this Job.
39 A Summoning Most Foul	Job ◆ Occult ◆ Mandatory! *An amateur diabolist summoned up some things from another dimension. Luckily, he got himself killed, but now them things is roaming the countryside preying on innocent folk.*	**Random Mine - No Time Limit**	Place a Monster token on the Mine. At the beginning of each day, that token moves 3 hexes in a random direction (use the Random Hex Diagram). If it passes over a Town, **Destroy a Random Location** there. If it passes over the Heroes, the Heroes all take D8 Hits. If it ends its movement on a Town, remove the Monster token from the map and the Job is failed. As soon as the Heroes enter a hex with the Monster token: **Attack - Draw an Epic Threat card** (High Threat if only two Heroes). If the Monster token ends its move on the Posse's hex: **Ambush! - Draw an Epic Threat card** (High Threat if only two Heroes)	If the Heroes successfully put down these Monsters, they gain **30 XP** and **D3x$100** each from the local Marshal who was afraid these fiends would do some real damage before being put down.	You have failed to defeat the Monster, it has made its way across the countryside and settled on a Town to feast upon the locals. It toys with them at first, doing things to people that would drive you insane if you'd seen it done. The lucky ones are the ones that were just killed outright. No one will ever forget what happened to them people, though no one ever mentions it aloud. **Destroy the Town.**

# Title	Keywords/ Background	Location/ Time Limit	Description	Reward	Failure
40 Settlers of Brimstone	Job ◆ Settler ◆ Find *Some folks is wanting to settle down in this area, though why they'd want to live anywhere near Brimstone is beyond you. You just gotta find them a proper place to get started.*	**Any Medium Terrain or Destroyed Towns - 7 days**	The Posse will need to Search for a suitable site for the Settlers to inhabit. Any Medium Terrain hex or Destroyed Town hex where a Clue Icon is found without an Attack or Growing Dread result is suitable for the Settlers.	If the Posse successfully finds a suitable location for the Settlers, they may build a new Town in that hex or rebuild an old Town that was previously Destroyed. Perform a new Town Setup for this new location. In addition, each Hero gains **20 XP**.	If the Heroes are unsuccessful in finding a site for the Settlers in time, they start to realize what a bad area they're in and move on to find safer, greener pastures. Otherwise, there are no other Failure results.
41 Cow Herders	Job ◆ Labor ◆ Frontier *Some Ranchers are bringing in a herd of cattle back into Town to sell and need some assistance. It ain't as exciting as the normal stuff you're used to, but at least you can make yourselves some money out of the whole thing.*	**Random Town - No Time Limit**	The Posse will need to head out to the Town and join up with the Ranchers and help bring them to another Town on the Map, one hex at a time. The Heroes may decide which Town they will bring the cattle to. The cattle drive moves at a top speed of 3MP per day. At the end of each day when traveling with the cattle drive, each Hero makes either a **Strength 5+, Cunning 5+, Agility 5+**, or **Luck 5+** Skill Test. If less than half of the Posse (rounded down) or up to three Heroes fail their rolls for the day, then one of the cattle has gone missing.	The Heroes gain **5 XP** and **$10** for each hex that the group travels from the Originating Town to the destination Town. However, for each cattle that is lost during the trip, lower this amount by $1 per hex. So, for example, if 1 cattle is lost each Hero only gains $9 per hex, with 2 cattle lost each Hero gains $8 per hex, and so on.	There is no Failure result for this Job.
42 Life-Saving Medicine	Job ◆ Science ◆ Delivery *A small child has fell deathly ill and if the Posse can't return in time with a life-saving medicine, the child will surely perish. It's a race against the clock.*	**Random Town - 5 days**	The Heroes must travel to the other Town and pick up the Medical Supplies that are needed to heal the Child. If the Heroes do not get back into the Originating Town before the Time Limit is up, the Job is failed.	If the Posse is able to get the Medical Supplies and get back to the Originating Town in time to save the Child, each Hero gains **40 XP** and **D3x$100** from the Child's grateful parents.	If the Heroes fail to get back to the Originating Town to deliver the medicine in time, the Child has died and each Hero takes **D6 Corruption Points** (no Willpower save).
43 Dirty Cheats	Job ◆ Performer ◆ Gambling ◆ Investigation *A group of card sharks has been traveling from town to town, swindling honest gamblers out of their hard-earned money. It's time the Posse pulled a fast one over on them.*	**Any Towns with Gambling Halls or Saloons - No Time Limit**	The Heroes will need to travel to any Towns on the Map with either a Gambling Hall or Saloon Town Location. While at that location, at least one Hero will need to make a Gambling action and then make a **Cunning 5+** roll. If successful, the Heroes have gathered a Clue on the Cheaters and are closer to homing in on them. Each Town only has 1 Clue. The Posse will need to gather a total of 3 Clues before they have finally found those damn cheats. Upon finding the Cheats, the Heroes call them out for bein' a bunch of no-good bastards and they take it out into the street. **Attack! - Roll a Human Threat** at the Posse's level.	The Heroes have successfully dealt with those damn dirty cheats. Each Hero in the Posse gains **30 XP** and as you search their things you find their ill-gotten fortunes. The Posse finds a total of Dx$100, to be split amongst themselves.	If the Heroes fail to stop the Cheats, their reign of gambling terror continues unabated. A Random Town Location closes down in the Originating Town due to heavy losses sustained from gambling debts (**Destroyed**).
44 Sixteen Tons	Job ◆ Labor *There's nothing exciting about this job, just tough, back-breaking labor hauling stuff out of a Mine. It's not Dark Stone mining at least, but not as lucrative either.*	**Random Mine - No Time Limit**	The Group will need to travel to this Mine and get to workin' to get paid. They'll need to make a Search roll on the Mine hex for each day that they plan to work. They'll only be able to Search the Mine hex a total of 10 times for this Job before they'll need to head back for their reward. Each Clue Icon they find counts as a successful haul.	For each Clue Icon the Posse comes across on this Job they come across a successful haul from the Mine and gain **$50** and **10 XP** per Hero.	There is no Failure result for this Job.

# Title	Keywords/ Background	Location/ Time Limit	Description	Reward	Failure
45 Disappearing Travelers	Job ◆ Traveler ◆ Investigate *Some travelers have gone missing on their way into Town and their family would like you all to look into it and find out what happened to them. You'll probably want to take a look at where they was travelin' from and check every place from here to there to see if maybe there's some kind of clues you might be able to find.*	**Random Town - No Time Limit**	Between this Originating Town and the Travelers' starting point (the Random Town), the Heroes will need to Search Road and Town hexes and anything else between these two Towns to see if they can find out what happened to those Travelers. After the Heroes have found their 2nd Clue Icon, they have found the bloody, tattered remains of the Travelers, which confirms your suspicions that they ran into some kind of trouble on their way. The Job may be completed at this point. Additionally, the Heroes may stop in any Towns along the way and if they're able to pass **two Cunning 5+** tests, they find out that the Travelers were being followed by some unsavory sorts who had an unhealthy interest in the Travelers' belongings. If the Posse fulfills both requirements above, they may also attempt to track down those "unsavory sorts" and recover their belongings for their families. The Posse will need to find an additional Clue Icon in one of the Towns between the Originating Town and the starting point to find them. When the Clue Icon is found, ignore any additional results and go straight into a Fight with a High Human Threat on a terrain or Town battlemap.	If the Heroes determine that the Travelers met a grisly end based on the Clue Icons they find, each Hero gains **30 XP**. If the Heroes also track down those "unsavory sorts" and recover the Travelers' belongings, the Heroes also gain an additional **$100** and may gain **+1 Health or Sanity**.	If the Heroes fail to find any information as to the whereabouts of the Travelers, the Heroes take **D3 Corruption Hits** from the pain of knowing failure.
46 Lost City of Gold	Job ◆ Explore *An earthquake is rumored to have unearthed an ancient buried city made of gold. A few groups of prospectors have gone to stake a claim, but none have returned. Maybe they just got lost?*	**Mountain Hex - 10 days**	The Group will need to Search Mountain hexes until they find a Gate Icon, at which point the Heroes come across the entrance to the ancient city. The city is old and crumbling and doesn't look particularly stable, with one more good rumble enough to cause the whole thing to come tumbling down. Each Hero may investigate one aspect of the city and can perform one Skill Test before the time limit for the Job is up: **Archaeology - Lore 5+** **Treasure-hunting - Luck 5+** **Monster-killing - Agility or Strength 4+** At the end of the time limit, another quake will send the city crumbling into oblivion, blocking any further activities here.	Archaeology (Lore 5+) For each 5 or 6 rolled, gain **50 XP** Treasure-hunting (Luck 5+) For each 5 or 6 rolled, gain **D3x$50** Monster-killing (Agility or Strength 4+) For each 4, 5, or 6 rolled, gain **25 XP** and **$25**	There is no Failure result for this Job, but if the Heroes are in the hex with the Lost City when the time limit ends, each Hero must make an Agility 6+ test or take **D6 Wounds** (no defense) and rolls once on the ***Injury Chart***.
47 Lawful Corruption	Job ◆ Law ◆ Outlaw *A Town's Sheriff has reportedly been taking advantage of his position and is behaving like a crime lord. Some folks would like this Sheriff out of his position, but they'd prefer to avoid any unpleasantries...*	**Random Town - No Time Limit**	The Posse will need to try to build a case against the Sheriff by collecting evidence against him in the Town. They'll need to travel to the Town and during a Town Visit each day Heroes may attempt to Search for evidence instead of visiting a Town Location. If the Posse finds two Clue Icons without getting either an Attack or Ambush result, they have found the evidence they needed without bloodshed and the Sheriff is kicked out of his position. If however any Attack or Ambush results are turned over, the Sheriff has caught wind of your snooping around and has gotten together some of this own gang to put a stop to your investigating. Fight a High level Human threat, the Corrupt Sheriff is a Lawman.	If the Heroes peacefully evict the Sheriff from his position without bloodshed, then the Heroes each gain **40 XP** and **$100**. If the Heroes have to end up fighting the Sheriff and his gang, the Posse instead gains **25 XP** and **$50**.	If the Posse fails to stop the Sheriff then he strengthens his grip on the Town and turns the citizens against you. You're no longer welcome in the Town and will not be able to stop in the Town for Town Visits any more (may still stay at the Campsite, may not visit Locations).

# Title	Keywords/ Background	Location/ Time Limit	Description	Reward	Failure
48 Debt Collection	Job ◆ Performer ◆ Outlaw *[Not available if Law Heroes in Posse]* *A local gambler has come up a bit short on his winnings and has skipped town to avoid his unscrupulous creditors. He should be found and made an example of.*	**Random Town - 14 days**	To find the Gambler, the Posse will need to look in Towns with a Saloon or Gambling Hall. At one of those Locations, a Hero may make a **Cunning 5+** test to see if they find anything about the Gambler there. If successful, draw an Exploration Token (ignore all results except for Clue Icons). When the first Clue Icon is found in this way, the Gambler is found. How the Heroes want to deal with the Gambler is up to them...	If the Gambler is found, the Heroes will need to mete out a punishment, which will directly influence their reward. His creditors would prefer something particularly nasty to deter future debtors from trying the same thing. The Heroes may all take **X points of Corruption** (no Willpower save, maximum of 4 points of Corruption possible). For each point of Corruption that the Posse takes, they each earn **$100**. Alternatively, the Posse may let the Gambler go and earn **25 XP**, but the Job is failed.	Well, you didn't exactly catch the Gambler, dashing some important folks expectations of what you was gonna do for them. Trouble is, now you've made a bad situation worse and what're they supposed to do now? You've made them look like fools and that damn two-bit gambler got away scot-free. Somebody's gonna have to pay... and that ""somebody"" is you. The Heroes each lose **$100**, somebody went through and picked your bags and left a Queen of Hearts playing card for you to grumble over."
49 Missing Stage Coach	Job ◆ Traveler ◆ Investigate *A stagecoach making a routine run from one town to another has gone missing. Friends and family of the passengers are understandably upset and want answers.*	**Road hexes + Tough Terrain - 7 days**	The Heroes will need to Search Road hexes to find the missing stagecoach. Upon finding 1 Clue Icon, the Posse will have found the location of the stage coach. **Cunning 5+** If passed, each Hero gains **20 XP** and finds evidence that the stage coach was attacked and its passengers were taken off by some Bandits. To find the passengers, the Heroes will need to Search nearby Tough Terrain to find the Bandits' hideout. Upon finding a Clue Icon, the Posse has tracked down the Bandits and may enter their hideout (Mines) to try to recover the passengers. The Heroes must go on a ***Search Party*** Mission [Basic:4] to recover the passengers. All Threats in this hideout should be rolled for on the Human Threat Charts. All other rules for this Mission will be the same except that there are 4 passengers in total and at the end of the Mission the Heroes should roll for each passenger to see if they are still alive. Ignore the normal Reward/Failure results.	If the Heroes successfully complete the Mission, each Hero gains **50 XP**. Also, for each missing passenger that is recovered alive, they each gain **$100** and may **remove 1 Corruption**.	If the Heroes fail the Mission, each Hero takes **D8 Corruption Points**, ignoring Willpower, at the thought of all those people dead.
50 Memories of Aeons Past	Job ◆ Supernatural ◆ Investigate ◆ Mandatory! *A local artist has gone seemingly insane and rants of seeing creatures from another era. He speaks of a long-forgotten race of beings beneath the Earth that have been plotting their return to the surface to end mankind's reign.*	**Random Mine - No Time Limit**	The Posse must travel to the Mine in question and first go on an ***Exploration*** Mission [Basic:2] to determine if there's any merit to the Artist's visions. If the Posse comes across a Growing Dread Exploration Token result at any point during this Mission, then the Heroes will need to go on a follow-up Mission in that same Mine and perform a ***Blow the Mine*** Mission [Basic:6] to seal the tunnel into the lost world below. If both these Missions occur, they are performed back-to-back with only a single *Catch Your Breath* roll between them.	If the Posse goes on the ***Exploration*** Mission and no Growing Dread result is pulled, then there was nothing to the Artist's visions, he's clearly crazy or been taking too many drugs. For their trouble though, the Heroes each gain **30 XP** and Px**$50**. If the Heroes end up having to go on a ***Blow the Mine*** Mission, they each gain **50 XP** and **$450** for their trouble.	If the Posse is unsuccessful, this menacing race from the past rises up from beneath the Earth and engages in a brutal raid on nearby Towns, **Destroying the 3 Nearest Towns** before that cruel race of ancient beings once again mysteriously returns to their subterranean abode.

# Title	Keywords/ Background	Location/ Time Limit	Description	Reward	Failure
51 Special Delivery	Job ◆ Traveler ◆ Delivery *Someone in Town is needing a rather important package delivered quickly and they're willing to pay you money for this service, does this need any more explaining?*	**Local Town + Random Town - 4 days**	The Heroes simply need to travel from the Originating Town to another Random Town. As soon as they arrive there, they have dropped off the package with their contact and get their reward. At the end of each day of travel while delivering the package, the Posse rolls a single D8. If a '1' is rolled, the package has been stolen by somebody and the Job is failed.	If the Heroes successfully deliver the package on time, each Hero gains 30 XP and the Posse collectively gains x$100.	If the Posse is unsuccessful in delivering the package on time, their contact gets pissed off at them and demands payment for the bungled shipment. The Posse collectively loses D3x$100
52 Crashed Sky Ship	Job ◆ Strange ◆ Investigate *Most folks thought it was a meteorite, but off in the mountains some locals are saying they've seen the smoldering remains of a giant sky ship that fell to earth.*	**Mountain Hex - 5 days**	The Heroes will need to perform a Search action on Mountain hexes to see if they can find any indication of whatever it was people think fell to earth. If a Gate Icon is found during any of these Searches, the Posse has found the fiery remains of the sky ship, however whatever strange device powers this ship is in danger of reaching critical mass and will explode at the end of the Time Limit. If the Heroes find the crash site and are in the same or adjacent hex to the crash site at the end of the Time Limit, they are caught in the explosion and take D8 Wounds (no defense). To Search the wreckage of the sky ship the Heroes may each perform a Scavenge roll twice per day [3 MP for the whole group or individual Heroes to Scavenge]. Draw from the Scavenge deck, but any results to draw Gear or Artifact cards should always be drawn as Artifact cards when drawing for this Scavenge attempt.	There is not set Reward for this Job.	There is no set Failure result for this Job, apart from being in the same or adjacent hex to the crash site if the Heroes find the location of the sky ship. If the Heroes do not find the sky ship in time, it explodes somewhere else and the Heroes take no damage.
53 Prairie Banshees	Job ◆ Supernatural ◆ Rescue *Moaning spirits have grabbed a young rancher who strayed a bit too far from the group.*	**Random Mine - 4 days**	The Heroes will need to enter the Mine and go on a *Search Party* Mission [Basic:4] to try to recover the young Rancher. All the rules are the same except that all *Hold Back the Darkness* rolls are at -1 during this Mission.	If the Heroes successfully rescue the young Rancher, they each gain 50 XP and each Hero may draw a Gear card.	If the Heroes fail the Mission, each Hero takes D3 Corruption Points, ignoring Willpower, as the loss of the young Rancher weighs heavily on their conscience.
54 Prospecting	Job ◆ Frontier ◆ Explore *A group of foolish investors is looking to dig out a new Mine for some Dark Stone. You'll need to do some prospecting for them to find a suitable site to build the Mine.*	**Mountain Hex - No Time Limit**	The Heroes may travel through Mountain hexes looking for a suitable site for a Mine to be built. First the Heroes will need to perform a Search action on a Mountain hex. If a Clue Icon is discovered, they have found a cave entrance, but they will still need to go on an *Exploration* Mission [Basic:2] (same Rules, ignore normal Reward/Failure results) inside the cave to see if it's suitable for Mining. If the Heroes find a Gate and a Clue Icon together during this Mission, they have seen enough to know that this cave will be perfect to start up a Mine here. The Posse does not need to finish out the rest of the Mission at this point. At the start of any turn in which all the Heroes are in the Mines and there are no Enemies on the board, the Heroes may leave the Mine, ending the Mission and the Job.	If the Posse finds a suitable Mine, they each gain 50 XP and $300. In addition, a new Mine is added to the hex that the Heroes found the cave at. From now on when rolling for a random Mine, this new Mine will be assigned #3 when rolling with a D20 for a Random Mine.	There is no set Failure result for this Job.
55 Miracle Drink	Job ◆ Merchant *A businessman is engaged in a most profitable venture selling the extract of venomous serpents. but needs some initial start-up contributions to get his business off the ground. Investors who get in quickly can expect enormous returns!*	**Local Town - 16 days**	If the Heroes take on this Job, they lend the Merchant $X (can be any amount). After the Merchant takes their money, he thanks them and promptly disappears. After that the Heroes may take on other Jobs in addition to this one. At the end of the Time Limit for this Job, the Posse makes a Group Luck 6+ roll. If all the Heroes are successful, the next time they enter the Originating Town, they are met by the Merchant. He gives each Hero 5 x the original Gold they lent to him. Otherwise, you never hear anything from the Merchant ever again and he's likely skipped Town and moved on from the area.	There is not set Reward for this Job.	There is no set Failure result for this Job.

# Title	Keywords/ Background	Location/ Time Limit	Description	Reward	Failure
56 Void Twister	Job ◆ Environment ◆ Void ◆ Mandatory! *A Void Twister is making its way through the region, destroying anything in its path. There's not much to be done to stop it, but if folks can be warned that its coming it'd go a long way towards minimizing the damage.*	**Random Mine - 5 days**	Place a Void Twister token on the Random Mine. At the start of each day the Void Twister will travel 5 hexes in a random direction (use the Random Hex Diagram). If the Void Twister hits the edge of the Map, it finishes out its movement going back the way it came. If it passes over a Town, it will **Destroy 2 Random Town Locations**. If the Void Twister ends its turn directly on a Town hex, that Town is **Destroyed**. If the Heroes are able to get to a Town hex first and warn the townsfolk there (free action), then they can mitigate the disaster and those Towns that are warned gain Armor 3+ to protect themselves from any destruction while the Void Twister is active. Roll a D6 whenever a Town or Location would be Destroyed, on a 3+, that Town or Location is not Destroyed (Armor ends after this Job is over).	For each Town that the Posse is able to warn about the Void Twister, each Hero gains **5 XP and $25** from the grateful townsfolk.	There is no set Failure result for this Job.
57 Savage Raiding Party	Job ◆ Tribal ◆ Fight *A vicious group of Indian raiders has been ruthlessly coming into Town, stealing, raping, and pillaging to their heart's content. The townsfolk are fed up and demand an end to these incursions.*	**Random Town - 7 days**	When the Heroes get to Town they immediately get Ambushed by a High Human Threat's worth of Enemies. These Enemies all have the keyword 'Tribal'. You may use the Capture action on the Indians instead of killing them. See 'Expanded Combat' for rules on Capturing. Any Hero with the keyword 'Kemosabe' that kills any of the Indians, loses that keyword. Any Hero that does not have the keyword 'Tribal' that kills any of the Indians, gains the keyword Paleface.	If the Heroes are successful in driving off the Indian raiders, they each gain **30 XP** and **D3x$50** from the grateful townsfolk. If none of the Indians are killed during the Fight then the Heroes have earned the respect of the local Indian populace for not shedding the blood of these rogue Indians. Each non-Tribal Hero that has the keyword 'Paleface' loses that keyword and also gains the keyword 'Kemosabe'.	If the Heroes are unsuccessful in driving out the Indian Raiding party before the week is up, then the Indians go on one last massive raid, pillaging and burning as much as they can find. This Town has **3 Random Locations Destroyed** before the Indians leave Town and the area for better pickings.
58 Día de los Muertos	Job ◆ Undead ◆ Investigate *The dead have started to rise in Town, but aren't exactly causing any trouble with the locals, apart from body parts falling off and scaring the children and womenfolk with their rotting flesh.*	**Local Town - No Time Limit**	The Heroes may try to coax the walking dead back into the ground, but they aren't being particularly threatening to anybody. Heroes will need to visit each Town Location and attempt a **Cunning 5+** test to try to talk them back into their graves. Each Hero may make the attempt, but if two Heroes fail this test in a row, the dead at that Town Location refuse all attempts at logic and won't go back to their graves. You need two successes in order to clear a Town Location. In addition to the above, Holy Heroes may attempt an exorcism on the Town to banish the spirits of the dead back to the afterlife. A **Holy Hero** may attempt a series of **three Spirit 6+** tests or the Posse as a whole can try to make a series of **three All Hero Spirit 4+** tests (choose one, cannot attempt both). If two out of the three tests are passed, then the walking dead are successfully exorcised from the Town, though now everyone has to re-bury all these corpses.	For each Town Location that the Heroes successfully clear, each Hero gains **10 XP** and **$25**. If all the Town Locations are successfully cleared, each Hero may buy one Purchase Item or Service from anywhere in that Town at a **25% discount** (to the nearest whole $, rounded down).	For each Town Location that the Heroes fail to clear out of the walking dead, that Town Location Closes Down (**Destroyed**) due to the lack of customers willing to buy stuff with corpses hanging around there.

# Title	Keywords/ Background	Location/ Time Limit	Description	Reward	Failure
59 Rail Workers Strike	Job ◆ Labor ◆ Negotiation ◆ Mandatory! *Rail workers in the region have gone on strike, shutting down all the railway lines. It's starting to affect business and the Rail Line company isn't liking it.*	**Random Town on Rail Line - 7 days**	The Heroes may not travel by Rail lines while this Job is active. The Heroes will need to travel to the Town and attempt to negotiate with the Rail workers. To do so the Heroes will need to make a Cunning 5+ test over the course of a few days in Town. Only one Hero may make this test per day (though you may switch off who takes the test each day). Beginning at $90, for each success the price of Train Tickets will reduce by $10 from the Rail workers request in wage increases. For each success made with a '6' or better, that price is instead reduced by $25. The minimum you will be able to go to is $30.	If the Heroes successfully negotiate with the Rail workers and come to a peaceful resolution, the Heroes each gain **50 XP** and **$25**. In addition, the Rail Line company gives you one free Train ticket to travel anywhere in the Brimstone region. Isn't that swell of them? The price that the Heroes negotiate down the Rail workers is now the permanent price of all Train Tickets in every Town.	If the Heroes fail to end this strike peacefully, strikebreakers enter the region and forcefully deal with the leaders and end the strike. One of the strike leaders gets away and blows up all the railroads into the Town in retaliation. All Railroad hexes into this Town are considered permanently **Destroyed** and the rail line will not travel to or from any destinations that would require them to pass through those Railroad hexes.
60 The Ancient Library	Job ◆ Ancient ◆ Explore *An old decrepit structure was recently uncovered and inside it appears to be a vast library filled with old, rotting scrolls. A professor from out east is asking to get his hands on anything valuable.*	**Random Mine - No Time Limit**	The Heroes will need to travel to this Ancient Library to recover what scrolls they can from the Library. Go on an ***Exploration*** Mission [Basic:2] and in addition to the normal rules, each time the Heroes find a Clue Icon they also find a Scroll Side Bag Token. When the Heroes have finished the Mission, they need to return to the Originating Town to deliver the Scrolls to the Professor. Ignore the normal Reward/Failure results for the ***Exploration*** Mission.	If the Heroes successfully bring back any Scrolls to the Professor they gain **25 XP**. For each Scroll that the Heroes recover from the Ancient Library, the Posse gains **$200** per Scroll. Note that Scroll Side Bag Tokens bought from the Campsite can not be used to complete this Job.	There is no Failure result for this Job.
61 The Census	Job ◆ Traveler ◆ Labor *Some Government folks are wanting an accounting of the people still left in the region around Brimstone. Pretty boring, but they pay in cash.*	**Towns - No Time Limit**	The Posse needs to travel to Towns around the Map and do a Search at each Town to count the number of folks there. Each Town on the Map may only be Searched once as part of this Job.	For each Town that the Heroes Search, each Hero gains **5 XP** and **$5**.	There is no Failure result for this Job.
62 Journalistic Excellence	Job ◆ Escort *A Writer from a big fancy newspaper out east is reporting on the events around Brimstone and wants to tag along with the party for his story.*	**No Location - No Time Limit**	The Heroes may take along a Writer with them on their Missions. He will pay the Heroes for each Adventure he's able to follow along with, but if he dies the Heroes won't get anything. The Writer joins the Posse as an ally (choose 1 player to control the Journalist model on their turn) with the following stats: No Combat actions available **Move** 4 **Health** 6 (Def 6+) **Sanity** 4 (Will 5+) Any Wounds or Sanity damage that affects the Heroes during Encounters, also affects the Writer. If the Writer is KO'd at any point, he dies and the Job is failed. Other Jobs may be taken while taking on this Job. When the Heroes are ready for a payout they can end their contract with the Writer while in any Town.	For each Job or Mission that the Heroes go on with the Writer that he survives, they will each receive an extra **30 XP** and **$75** at the end of the Adventure. If the Writer is killed at any point during a Job or Mission, then the Heroes will receive nothing.	If the Writer dies while traveling with the Heroes, they each take **D6 Corruption Hits** from the guilt of letting one of their traveling companions die.

# Title	Keywords / Background	Location / Time Limit	Description	Reward	Failure
63 The Exorcism	Job ◆ Supernatural ◆ Investigate *A rich landowner has been having some ghastly visits at his estate and has requested the help of anybody that can exorcise these troublesome spirits.*	**Random Town + Random Hex Diagram D3 spaces away - 7 days**	The Posse will need to travel to the Landowner's secluded estate and attempt an exorcism. This exorcism can be attempted once per day per Hero by using a single D8 to attempt an Exorcism 8+ test, however some factors can add a bonus to the Hero's roll, but only one Side Bag Token may be used in the attempt at a time. Hero has Holy keyword = +2 to Exorcism roll Scroll Side Bag Token = +1 to Exorcism roll (used up in the attempt) Rosary Side Bag Token = +2 to Exorcism roll (used up in the attempt)	If the Heroes are successful in expelling the spirits from the Landowner's estate, then each Hero gains 20 XP and D6x$50 from the grateful Landowner.	If the Heroes are unsuccessful in exorcising the spirits from the Landowner's estate in time, then he takes it upon himself and is killed by malevolent spirits. Each Hero in the Posse takes **D3 Corruption Hits** when they catch word of what happened to the Landowner.
64 Mutant Plague	Job ◆ Science ◆ Mandatory! *A vagrant colony of mutants has contracted a particularly devastating Plague that is rendering them hairless and in some cases is eating away at their skin or causing insanity. In desperation, these mutants are waiting on the outskirts of one Town looking for help. They've collected together at one town looking for help, but if this goes untreated, there's no telling how far it will spread.*	**Random Town - 10 days**	The Mutants have gathered together at this Town (either at the Campsite or Mutant Quarter, depending on which is present in this Town). Whenever Heroes enter this Location to deal with the Mutants, they should roll a D8. On a 1, they need to make a Luck 4+ test or they have contracted the Plague (roll once on the *Madness Chart* and **-2 Health permanently**). In order to help save the Mutants, the Heroes will need to get in enough medical supplies to relieve the Mutants before this outbreak spreads and gets out of control. To control the outbreak, the Heroes will need to transport in a number of healing Side Bag Tokens equivalent to 2 x the Town Size. For example, if a Town is a size 8 Town, they will need to bring in 16 (2x8) healing Side Bag Tokens. Healing Side Bag Tokens may be any Side Bag Tokens that can heal health (items that just heal Sanity do not count). The Heroes must enter into the Town Location itself to drop off the healing items. Holy Heroes or any other Heroes with healing abilities may also spend time with the Mutants attempting to heal or comfort the sick, but must roll a D6 and will contract the Plague on a roll of 1 or 2 (roll once on the *Madness Chart* and **-2 Health permanently**). Each day that they spend with the Mutants counts as 2 healing Side Bag Tokens.	If the Heroes successfully bring the Plague under control in this Town before it gets a chance to spread they are hailed as miracle workers. Each Hero gains 50 XP. In addition, the Posse as a whole is compensated with **twice the amount** it cost them to buy supplies. For example, if the Heroes bought 16 bandages ($50 each) to heal a size 8 Town, they would've originally paid $800. If successful in healing the Town, the Posse would gain a total of $1600 as a reward.	If the Heroes fail to control the outbreak, the Plague spreads beyond just the Mutants and start to infect the regular Human populace and proves to be even more virulent within Humans. Although eventually this Plague is brought under control, it's not without a heavy cost. **Half the Town Locations** (rounded up) in this Town are **Destroyed**. In addition, the nearest 4 Towns from this Town also lose half of their Town Locations (rounded up). If playing with the ***Frontier Town*** expansion, the Originating Town also changes its Town Type to **Plague Town**, if it wasn't a Plague Town already.
65 Indian Relocation	Job ◆ Tribal ◆ Negotiation *Some Indian folk are living on some property that's just going to waste beneath their feet. It's a damn shame and some wealthy investors are looking to develop that property into something real nice n' perty.*	**Random Mine + Random Hex Diagram D3 spaces away (Indians) and/or Random Town (Investors) - 10 days**	The Posse will need to attempt to negotiate with either the wealthy Investors or the Indian tribe to try to find some kind of peaceful resolution to this, otherwise the Indian tribe on that land will surely get wiped out by wealthy Investors looking to exploit that property. To Negotiate with the Indians, the Heroes will need to travel to the Indians' sacred land and attempt to convince them to leave peacefully. They will need to either make two out of three **Solo Spirit 5+** tests ('Tribal'/'Kemosabe' Heroes get +1 on these rolls) or may try to Intimidate them by fighting their bravest warriors: **Attack - Roll a Human Threat** (all Enemies have the 'Tribal' keyword). To Negotiate with the wealthy Investors and to try to convince them to look elsewhere, the Posse will need to make a trip to their offices in their Town. They will need to either make two out of **three Solo Cunning 5+** tests ('Frontier' Heroes get +1 on these rolls) or the Posse may try to Intimidate them by roughing up their bodyguards: **Attack - Roll for an Epic Human Threat.**	If the Heroes peacefully negotiate with the Indians, then they each gain 25 XP and $100. If the Posse successfully beats the Indian warriors and intimidates them into leaving, then they each gain 50 XP and $300. In either case, non-Tribal Heroes lose the 'Kemosabe' keyword and gain the 'Paleface'. --- If the Heroes successfully negotiate with the Investors, they each gain 25 XP and **lose 1 point of Corruption**. If the Posse successfully intimidates the Investors, they each gain 50 XP and **lose D3+1 Corruption**. In either case, non-Tribal Heroes lose the keyword 'Paleface' and gain 'Kemosabe'.	If the Heroes fail to come to some kind of settlement to this dispute, the wealthy investors hire a group of armed thugs to go through and forcibly evict them from the land. Each Hero with the keyword 'Tribal' or 'Kemosabe' takes **Corruption Points** with no Willpower save. Heroes with the keyword 'Frontier' or 'Paleface' lose nothing.

# Title	Keywords/ Background	Location/ Time Limit	Description	Reward	Failure
66 The Devil, John Moulton	Job ◆ Supernatural Stranger ◆ John Moulton *That evil sumuvabitch John Moulton needs to get himself killed and you been itchin' to be the one to do it. He's been spotted in another Town and if you get there quick you might be able to catch him. What happens after that though is anyone's guess... Maybe he gets a bullet right between his damn devil, lyin' eyes, who's to say?*	**Random Town - 2 days**	If the Heroes make it to the Town in time, they find that bastard John Moulton and immediately begin a Fight. Use a Brutal Preacher with D3 Elite abilities to represent John Moulton. He is alone. If the Human form of John Moulton is defeated, replace his model with a random Brutal Monster with the keyword 'Demon' that is at least XL in size. This form of John Moulton has D6 Elite abilities.	Each Hero gains 333 XP. Then John Moulton appears again in a puff of smoke. You didn't think it was going to be that easy, did you? He offers you a deal. Each Hero that wants to may look through any Gear or Artifact decks available and choose a card to keep. Add the keyword 'Cursed' to any items that are taken in this way. Those items may never be destroyed, sold, or given away. If John Moulton is ever encountered again in any way, then any Heroes that took the items that John Moulton offered are Killed. John Moulton has come back to collect on his deal.	If the Heroes don't make it to the Town in time, then there is no Failure result. John Moulton has simply faded away as he seems to do so often. In search of another hapless victim for one of his "deals"... If the Heroes fight John Moulton and are defeated, he is unimpressed with your attempt. As punishment for your misguided attempt to stop him from delivering his gifts, he erases your memories. Each Hero loses all accumulated XP and is knocked back a single level to whatever their previous level was. In addition, choose a Random Hero. That Hero is **Dead**.
67 Cleaning Up	Job ◆ Strange *[Not available if Outlaw Heroes in Posse or if in an Outlaw Town or if the Town has the keyword 'Outlaw']* *The Marshal in this town has his hands full dealing with a gang of some outlaws and needs some help.*	**Local Town - No Time Limit**	The Posse will need to take on a gang of bandits in this Town for the Marshal. If you have the ***Frontier Town*** expansion, start a ***Shootout in the Streets*** Mission [Frontier:1] (same rules apply). Otherwise, begin a Fight on a Large Terrain battlemap against a Low Human Threat. Each turn, add another Low Human Threat to the edge of the map (1-2=North, 3-4=East, 5-6=South). Use the Depth track and make Hold Back the Darkness tests each turn. For each Enemy killed, move the Posse tracker one space forward on the Depth track (2 steps if playing with 1 or 2 heroes). Whenever the Posse tracker move from one stage to the next (steps 10 & 5), all Enemies immediately get a free attack. When the Heroes make the Hold Back the Darkness test each turn, if they roll higher than the current step that the Posse tracker is on, reinforcements stop coming and the Job is complete when all remaining Enemies are defeated.	Each Hero gains 50 XP and $100.	Each Hero is beaten up pretty badly by the gang of outlaws and the Marshal is killed in the gunfight. Each Hero loses D6x$50, rolls on the ***Injury Chart***, and this Town's type or keyword changes to 'Outlaw' (reroll any Traits that become incompatible because of this).
68 Road to Nowhere	Job ◆ Strange ◆ Investigate *A commonly traveled road between two settlements has somehow become "unhinged" from reality. Travelers say something is off, as if they went to another place. Local officials are hoping that someone can help figure it out.*	**Road Hex - 5 days**	The Posse must perform a Search action on Road hexes until they come across a Gate Icon. When they find the Gate Icon, they have stumbled across a portal and are immediately transported to a Random Other World. The Heroes must now begin an ***Escape*** Mission [Basic:5], starting off at the Other World Entrance Map Tile. All the same rules apply, however the Heroes do not roll to Find the Mine Entrance until the Heroes have found a Gate. All Gates lead to the Mines.	Each Hero receives 50 XP and may **draw an Artifact card** from whatever Other World they were in.	If the Heroes fail the Job before even entering the portal, **Destroy a Random Town**. If the Heroes fail the ***Escape*** Mission while on the Job, each Hero must discard one Gear or Artifact card with a value of at least $300. Any Hero that cannot discard a Gear or Artifact like this must instead roll once on the ***Injury Chart***. This is in addition to any Injury for being KO'd.

# Title	Keywords / Background	Location / Time Limit	Description	Reward	Failure
69 Some Old So-and-So	Job ◆ Personal ◆ Duel *There's an old so-and-so from way back when that's been sayin' some pretty nasty things about your mother all over town. Everyone knew your mother in lots of ways, it's true, but that's not right what that sumbitch been sayin' in public. You need to call that dog out and make him pay for them words.*	**Local Town - Immediate**	Any one Hero may complete this Job. If you have the Frontier Town expansion, you can start a *High Noon Duel (Solo)* Mission [Frontier:6] (same rules apply). Otherwise, start the Hero on a Medium Terrain battlemap 5 spaces away from a Random Human Villain at the Posse's Threat level, you're having a Fight. There is no Escape from this duel, no Hold Back the Darkness rolls, and no Loot cards drawn from this encounter, this is about honor. There is variable initiative, the Hero and Enemy both roll D6 and add that to their initiative at the start of each turn. The fight lasts until one of the combatants is KO'd.	Congratulations, your momma's name won't be besmirched again anytime soon. She'd be so proud of you if she wasn't holed up in that fancy house getting intimate with any Jim, Joe, or Bob with a nickel to his name. But let's not dwell on that, the important thing is that you taught that bastard a lesson. The Hero that completed this Job gains **25 XP x their Hero level**.	The Hero that failed this Job rolls for an Injury if KO'd and starts their next Job or Mission with **no Grit**.
70 Party Afoul	Job ◆ Mine ◆ Rescue *A group of adventurers went down into a Mine to find some Dark Stone, but haven't been seen in quite some time. You should probably go in after them and see what you can find of their crew. You'd want someone to do the same if it was you down there, wouldn't you?*	**Random Mine - 5 days**	The Heroes must enter into the Mine and go on a ***Search Party*** Mission [Basic:4]. However, each Clue Icon that the Heroes find on this Mission is one of the Adventurers they've gone in to find. After any Fights or Encounters have been dealt with when finding a Clue Icon, the Heroes should roll to see if each Adventurer is still alive (see 'The Third Clue' Objective for more information). Any Adventurers that are still alive will travel with the Posse in the Mines as Allies until the end of the Mission (add a model to represent each Adventurer), but can still be killed. Use the following stats for the Adventurers: No Combat actions available **Move** 4 **Health** 4 (Def 4+) **Sanity** 5 (Will 5+) Any Wounds or Sanity damage that affects the Heroes during Encounters, also affects the Adventurers. The Heroes will need to find a total of 4 Adventurers on this Job. Any Adventurers not found before the Heroes leave the Mine are assumed to be Dead.	If the Heroes successfully complete the Job, they gain **60 XP**. For each Adventurer that the Heroes rescue alive out of the Mine, each Hero gains **$50**. For every two Adventurers that are rescued alive, each Hero may gain either **+1 Health, +1 Sanity, remove D3 Corruption**, or **draw a Gear card**. If any Adventurers don't make it out alive, read from the Failure result as well.	For each Adventurer that is not rescued, each Hero suffers **D3 Corruption Hits**, as the guilt of their failure to rescue their comrades stings their pride.
71 Ghost Rider	Job ◆ Supernatural ◆ Ghost *A horrific apparition has been seen with a flaming skull aloft a pitch black mare. He runs any folks off the road he finds.*	**Road Hex - 7 days**	The Posse will first need to Search Road hexes until they find a Clue Icon, at which point they've found the ghastly apparition. To exorcise the ghost from the road, the Heroes will need to perform a **All Heroes Spirit 4+** test (1 MP per attempt). For each 1 that is rolled by anybody taking the test, all Heroes in the group take **1 Horror Hit**.	If the Heroes are able to banish the spirit they each gain **20 XP** and **D3x$50** for their efforts.	The next time the Heroes enter a Mine on a Job or Mission, add a *Growing Dread* card to the stack at the start of the Adventure.
72 Spatial Anomaly	Job ◆ Strange ◆ Explore *A dimensional portal has appeared out of nowhere, but nothing seems to be coming out. Maybe the Posse should poke around and see what's on the other side.*	**Local Town + Random Hex Diagram D3 spaces away - 5 days**	When the Heroes arrive at the site where the portal is, they enter and immediately begin an ***Escape*** Mission [Basic:5], but starting in a Random Other World at the *Entrance Map Tile*. The portal has closed behind them as soon as they arrive and they will not be able to leave until they first find a Gate (this Gate will always lead back to the Mines), and then finish out an ***Escape*** Mission as they normally would.	While scrounging around in that Other World, each Hero draws an **Artifact card** from that Other World, in addition to the normal rewards for an *Escape* Mission.	If the Job is failed, then the portal becomes wildly unstable and spews out a Void Twister. The twister goes on to wreak havoc in the Nearest Town, **Destroying one Random Location** before petering out.

# Title	Keywords/ Background	Location/ Time Limit	Description	Reward	Failure
73 Sabotage!	Job ◆ Outlaw ◆ Train *[Not available if Law Heroes in Posse]* *Somebody doesn't want a train to make it to it's final destination, it's up to you and your Posse to see to it the train comes across an accident.*	**Railroad Hex at least 3 hexes away from any Towns - 3 days**	The Heroes will need to travel to a Railroad hex and use up **three Dynamite Side Bag Tokens** to blow the tracks. After placing, the Heroes need to make a **Cunning 3+** roll. If any 1's are rolled, the explosives still go off and destroy the tracks, but the "Heroes" are also caught in the explosion and each takes **D6 Wounds** (no defense). These wounds are severe and last until the end of the next Adventure.	If the Heroes successfully blow the track and derail the train, the Heroes each gain **50 XP** and **D3+1x$100**. In addition, the Posse will not be able to ride on the rail line at all for the next 7 days until the rail companies are able to get things sorted back out.	If the Heroes fail to finish the Job they have made somebody very angry. The next time the Heroes go out on a Mission, add a *Growing Dread* card to the stack at the beginning of the Mission.
74 Settling Old Scores	Job ◆ Law ◆ Rescue *An old outlaw is not long for this world and on the verge of death, but he's settling some old vendettas before he goes. It's a race against time to get some folks out of harm's way before he gets revenge.*	**Random Towns - 5 days***	The old outlaw set up a number of hit contracts and every few days an old enemy will be murdered unless the Posse can get to them in time. The Heroes need simply enter the next Town where a hit is about to occur before the Time Limit is up to save the person from getting killed. At the beginning of the Job, the Posse has **5 days** to get to the first Town. If they get to the person in time or if the Time Limit is up, roll for another Town. The Heroes have another 5 days to get to that person. Each time a person is saved or killed, the Heroes should roll a D6. If they roll under the number that have already been saved or killed so far, then that was the last person with a hit contract on them and the Job is complete.	For each person that the Heroes successfully save from their hit contract, they gain **15 XP** and **$25** from the grateful would-be victim. If the Heroes fail to save any people or quit the Job early, read from the Failure result.	For each person that the gets killed as a result of their hit contract, the Heroes suffer **D3 Corruption Points**, ignoring Willpower. If the Heroes quit the Job early, then it is assumed that the rest of the people on the hit list are killed off (max 6 people on the list).
75 Bandit Bounty	Job ◆ Law ◆ Bounty *A gang of outlaws has been causing all sorts of ruckus around the area and people are getting fed up with it. The local Marshal has put up a bounty for this particular group of bastards.*	**Nearest Mine hex - 7 days**	The Heroes will need to travel to the Mine hex and begin looking for the gang at that hex and all surrounding hexes using the Search action. When the Heroes come across their first Clue Icon, they have found the gang of outlaws. **Attack - Roll for a High Human Threat at the Posse's level.** You may use the Capture action on the outlaws instead of killing them. See 'Expanded Combat' for rules on Capturing.	For each Villain that is brought back in alive, each Hero gains **15 XP** and **$25**, while each Lackey, Thug or Bandit that is brought in nets each Hero **5 XP** and **$15**. For each Villain that is killed off, each Hero gains **5 XP** and **$10**, while each Lackey, Thug or Bandit that is killed off nets each Hero **5 XP** and **$5**.	If the Heroes fail the Job, then some other group of real Heroes is able to kill and capture the gang of outlaws before you. You're out the reward money.
76 Farmhands	Job ◆ Frontier ◆ Labor *There's a local farmer looking for some strong backs to do an honest day's work. It's hard work, but it's a free roof over your head and some decent meals to eat.*	**Random Hex Diagram + D3 spaces away - 7 days**	The Posse will need to travel to the location of the farm and put in at least a days work out in the field. Each day any Heroes may give up their movement for the day to work the fields and make a **Strength 3+** test. For every 3+ rolled, the Hero who passed makes $15. For every 1 rolled on the first day, the Hero takes **D3 Wounds** from a farming accident. Each day after that the number needed to suffer a farming accident goes up by 1 (day 1=1, day 2=1,2, day 3=1,2,3, etc). After the Posse leaves the farm or the Time Limit is up, the Job is over.	There is no set Reward result for this Job.	There is no set Failure result for this Job.
77 Traveling Salesmen	Job ◆ Merchant *Attempt to sell some wares across the region. Work on commission for all of the stuff that you sell. Whatever you don't manage to sell, you lose that much money in unsold inventory.*	**No Location - 14 days**	The Posse gains 10 Scavenge tokens, these represent the wares they need to sell. Each Scavenge token is worth $50. The Heroes may attempt to sell one of these Scavenge tokens at a Town Location by making a **Cunning 4+** Test. For each success rolled on this test, the Heroes sell the Scavenge token for $25 (two successes = $50, three successes = $75, etc). If a Hero sells the Scavenge token for less than it's worth, that Hero loses the difference. If a Hero sells the Scavenge token for more than it's worth, they pocket the difference.	There is no set Reward result for this Job.	Any Scavenge tokens that are not sold by the end of the Time Limit are removed from the Posse's inventory. Each Scavenge token is worth **$50** and that is deducted from the Posse's gold for each Scavenge token removed in this way (*to be split amongst the Heroes however they want*).

# Title	Keywords/ Background	Location/ Time Limit	Description	Reward	Failure
78 Scientific Inquiries	Job • Science • Escort *A damn-fool scientist is wanting to travel with the group and take samples of some of the things the Posse comes across. As long as he makes it back out alive, you should get a reward out of it.*	**No Location - No Time Limit**	The Scientist joins the Posse as an ally and will travel with the group as an extra model. He has the following stats: No Combat actions available **Move** 4 **Health** 4 (Def 5+) **Sanity** 5 (Will 5+) **Cunning** 5 Any Wounds or Sanity damage that affects the Heroes during Encounters, also affects the Scientist. While in any Other World, the Scientist may give up his move to collect a sample or gain some new scientific insight. The Scientist should make a **Cunning 5+** test to determine whether he successful or not. The Scientist can do this up to 3 times per Adventure/Mission/Job, once per Other World Map Tile. You may take on other Jobs while the Scientist travels with you. Whenever you finish a Mission with the Scientist, you gain the Reward. You may end your contract with the Scientist at any time, but if you're in the middle of a Mission at the time then the Scientist is assumed to die in the Mines and the Job is failed. At the end of every Adventure/Mission/Job in which the Scientist traveled with the Posse, roll a D6. If the result is equal to or less than the number of times the Scientist has gone out with the Posse, then the Scientist himself decides he has had enough and the Job is complete.	At the end of each Adventure, Mission, or Job that the Scientist has traveled with you on, the Posse gains x$100 for each success the Scientist had while collecting samples in the Other World. At the end of every Adventure/Mission/Job in which the Scientist traveled with the Posse, roll a D6. If the result is equal to or less than the number of times the Scientist has gone out with the Posse, then the Scientist decides he has had enough and the Job is complete.	If the Scientist is killed while on a Mission with the Heroes, then each Hero takes **Corruption Points**, ignoring Willpower, for letting the squirrelly-little guy get killed while under their protection. Otherwise if the contract is ended with the Scientist while in Town or the Overland map, then there is no Failure result.
79 Train Heist!	Job • Outlaw • Train *[Not available if Law Heroes in Posse]* *A train robber is wanting a group to back him up for a lucrative heist. He has all the angles worked out, he just needs some tough hombres to get him in and out. No casualties and you'll be long gone before anybody figures out what's going on.*	**Railroad Hex - 7 days**	Before setting out the Posse will need at least 1 **Dynamite Side Bag Token**. **Two** if you want to blow the safe open. The Posse will need to perform the Search action on Railroad hexes until they find the designated meeting spot with the first Clue Icon (ignore any other results when this is found). At that point the Posse will need to follow the precise instructions as laid out by the Train Robber. 1) Blow the Dynamite Side Bag Token on the tracks. One Hero needs to make a **Cunning 3+** test. If a 1 is rolled, that Hero takes **D3 Wounds**, ignoring Defense. Each Hero may attempt this as long as you have Dynamite. As long as at least one Hero succeeds, the rest of the plan will continue on. 2) Enter the train and take out the guards before they can raise the alarm. The Posse will need to make an **All Heroes Agility 3+ test followed by an All Heroes Strength 4+ test**. As long as at least half the Posse succeeds in these tests (rounded down), the rest of the plan continues on. 3) Get the safe open using precision or just blow it open. To use precision, any 1 Hero will need to make a **Cunning 5+** test. To blow open the safe, any 1 Hero can use a Dynamite Side Bag Token and make a **Cunning 3+** test, but for each 1 that is rolled, the Posse gets **$100** less for their reward. The Posse only has time to perform two attempts for either option. As long as the Posse gets at least one success, they have gotten the loot and the Job is complete.	If the Posse is successful in pulling off the Train Heist, their share of the loot comes to x$100 for the Posse, split however they want. In addition, each Hero gets **30 XP**.	If the Heroes fail to get to the designated meeting place in time or if some part of the plan goes awry, causing it to fail, the Posse has failed to follow through on the bank heist, losing out on their share of the loot. In addition, each Hero now gains the status 'Wanted!' until the end of their next Adventure. Each Hero gains the keyword 'Outlaw'. At the end of each day in Town, roll a number of dice equal to your Hero level. For each 6 rolled, gain **10 XP** and you may choose to either pay a **$50** bribe to stay or you must immediately end your Town Stay.

# Title	Keywords/ Background	Location/ Time Limit	Description	Reward	Failure
80 The King Walks Among Us	Job ◆ Supernatural ◆ Mandatory! *A caravan of insane religious fanatics is making their way through the region, lead by their mysterious King in Yellow. All those they come into contact with are driven mad, can you stop them before they destabilize the region?*	**Random Mine - No Time Limit**	Place the King in Yellow token at the Mine hex. At the beginning of each day, the King token will move one hex towards the nearest Town (choose 1 if multiple Towns are the same distance). If the King token enters the Town hex, then the townsfolk are driven raving mad by the King and his degenerate retinue. The Town Type is changed to Town Ruins (if applicable) and remove all other Town Traits and add the Town Trait 'Religious Cult (Strange)' to the Town. This modified Town Trait reads the same as 'Religious Cult', except swap out the keyword 'Holy' with 'Strange' in the description. The King token is never removed until defeated in a Fight and will continue traveling from one Town to the next (even if the Heroes are all KO'd during their Fight). To stop the King in Yellow, the Posse will need to enter into the same hex as the King token and engage in a Fight on a Terrain battlemap. Roll an Epic Human Threat. All the Enemies in this Fight have the ability "**Fear (2) - A Hero starting their Activation adjacent automatically takes 2 Horror Hits.**" Randomly choose one of the Villains to be the King in Yellow. When the King in Yellow is killed, transform that model into an XL Monster Enemy at full health instead. The Job is complete when all Enemies have been defeated.	If the King in Yellow and his insane followers are defeated, then the Heroes each gain **50 XP** and may each draw an Artifact card from a random Other World (only one Other World for all Heroes). All Towns that were turned into **Town Ruins** remain that Town Type, but reroll any Town Traits that were changed to 'Religious Cult (Strange)'. Everybody affected has lost their memories and have come out from the experience completely changed.	If the King in Yellow makes his way through more than half the un-Destroyed Towns on the Map, then the **campaign is failed** as the region descends into madness and an unstoppable wave of religious maniacs sweeps through the area and on to the rest of the world.
81 Guard Duty	Job ◆ Merchant ◆ Escort *A merchant traveling from Town to Town is in need of some protection with some of the higher end wares he's carrying.*	**Local Town - No Time Limit**	The Merchant joins the Posse as an ally and will travel with the group as an extra model. He has the following stats: No Combat actions available **Move** 4 (during Combat) **Health** 5 (Def 4+) **Sanity** 5 (Will 5+) Any Wounds or Sanity damage that affects the Heroes during Encounters, also affects the Merchant. The Posse will need to travel from Town to Town with the Merchant (simply entering the Town hex is enough, do not need to go for a full Town Stay). At the end of each day of travel the Posse should draw an Exploration Token and follow through with any Encounters or Attacks, however ignore any other Clue/Gate/Door Icons. If the Merchant is ever KO'd, he is killed and the Job is failed. The Posse may end the contract with the Merchant at any time and complete the Job, but if the Posse is in the middle of a Fight when they do this, the Merchant is killed and the Job is failed. After each Town is visited with the Merchant, roll a D6. If the number is below the number of Towns already visited with the Merchant, then the Merchant has sold out of wares and doesn't require the Posse's services anymore and the Job is complete.	For each Town that the Posse visits with the Merchant, each Hero gains **15 XP** and **$50**.	If the Merchant is killed off, the Heroes lose out on any Reward they may have gained and in addition, each Hero takes **D3 Corruption Points** for allowing him to die on their watch.
82 The Demon Drink	Job ◆ Supernatural ◆ Fight *A strong concoction known as "the Demon Drink" is making its way around the region and getting the locals piss drunk. People want some peace and quiet to return to the town.*	**Random Town - 7 days**	The Heroes need to come into Town and bust some sense into some of these locals, but ain't nobody wants people to get killed. You just need to apply a little persuasive pressure to get these drunkards to sober up. **Ambush - Medium Human Threat!**. These locals are drunk and won't use any Ranged attacks. If any ***Guns*** are used or any of the Human Enemies are killed, this Job is failed and it turns into a bloodbath. You may use the Capture action on the Drunkards instead of killing them. See 'Expanded Combat' for rules on Capturing.	If the Heroes manage to knock some sense into these folks without shots being fired or folks gettin' killed, each Hero earns **50 XP** and **$75** from some happy locals that can finally get a quiet night's sleep.	Things in Town spiral out of control and some folks that was just looking to have a good time end up with their blood and entrails spilling out into the streets. Each Hero takes **D6 Corruption Hits**.

# Title	Keywords/ Background	Location/ Time Limit	Description	Reward	Failure
83 Deliverance	Job ◆ Merchant ◆ Delivery *A shop owner from another town has placed a special order and needs you to take the stuff from here to there and bring a receipt back here, easy enough? Oh yea, and they need it quick, so get going.*	**Local Town + Random Town - No Time Limit**	Starting from the Originating Town, you'll need to travel to a Random Town and drop off an item and then travel back to the Originating Town to get your reward.	The reward is determined by the number of days it takes to reach the other Town and the number of hexes from one Town to the other (shortest distance possible, not the number of hexes traveled). 1 day: $20 per hex 2 days: $15 per hex 3 days: $10 per hex 4 days: $5 per hex 5+ days: $1 per hex	If the Heroes fail to deliver the package the folks in the Originating Town won't care much for the Heroes anymore and will **permanently increase** their prices on all Purchase Items and Services by **$25** for all Heroes during their Town Stays. Nice job assholes.
84 Stick em Up!	Job ◆ Outlaw ◆ Mandatory! *While the Posse is looking around for jobs, a gang of bandits shows up in Town and is holding up local businesses. The Posse has moments to react before the bandits make off with whatever valuables they can.*	**Local Town - Immediate**	The Posse should immediately begin a Fight using the Town or a Terrain battlemap. The Posse will go against a High Human Threat at one level higher than the Heroes. This Fight will last until the bandits decide to clear off. Starting the Depth track from the Darkness Start space, move the Darkness marker forward once each turn. Also, push it forward whenever one of the bandits is killed. When the Darkness marker reaches the end of the track, the Fight is over and the rest of the bandits flee. Alternatively, if you own the Frontier Town expansion, you may start a *Shootout in the Streets Town* Mission [Frontier:1] instead to resolve this Job.	If the Heroes manage to kill of more than half of the bandits (rounded up), they keep any of the bandits from making off with their ill-gotten gains and each Hero in the Posse gains **25 XP** and **$50**. If all of the bandits are defeated, the Heroes each gain **50 XP** and **$100**.	If the Heroes fail to kill more than half of the bandits before the Fight is over then the bandits make off with their earnings, crippling the economy of this Town. **Half the Town Locations** here are Closed because of this (**Destroyed**). If playing with the ***Frontier Town*** expansion, this Town's Type is converted to **Town Ruins**.
85 Wanted: Dead or... Undead?	Job ◆ Bounty *An infamous outlaw who was hanged is apparently not quite so dead as people thought. The local sheriff is wanting him brought back for another hanging.*	**Random Mine - No Time Limit**	The Heroes will need to travel enter the Mine and hunt down the Undead Outlaw. The Heroes will start on the ***Mine Entrance Map Tile*** and all basic rules apply for this Mission, however, roll on the Human Threat Charts instead of drawing cards. When the Heroes have found the 2nd Clue Icon, they have found the Undead Outlaw. Ignore all other results on the Exploration Token and roll on the Epic Human Threat chart and add an additional Brutal Outlaw to the Fight (same stats, but change keyword Human to Undead). When all Enemies have been defeated, the Job is complete. If you own the Undead Gunslinger, you can use him in place of the Brutal Outlaw for this Job.	If the Posse is successful in killing the Undead Outlaw (again), each Hero gains **30 XP** and **$100**.	If the Posse fails to take out the Undead Outlaw, he goes on a crime spree in the Town nearest the Mine and shots up the place pretty good. **1 Random Town Location** in that Town is **Destroyed** from a fire that gets started.
86 Demonic Offering	Job ◆ Occult ◆ Rescue *A demonic cult has kidnapped a farmer's daughter and plan to use her as a sacrifice to call forth an evil entity. The farmer is wanting the Posse to find her and bring her back home safe and sound.*	**Random Mine - 14 days**	The Posse will need to travel to the Cult's underground lair (the Mine) in an attempt to rescue the Girl from certain death. The Mission will begin as a ***Search Party*** Mission [Basic:4]and will obey all the same rules as if the Posse were rescuing the Farmer's Daughter. However, do not draw Threat cards and instead roll on the Human Threat charts whenever Threats are called for. Each of the Humans here is aided by dark magiks and each point of Damage that they do does and additional **1 Horror Hit** to the Heroes. Each Enemy in this Mission also has the keyword 'Demon' in addition to any others. When the Heroes find the 3rd Clue on this Mission, instead of rolling to see if the Farmer's Daughter is alive at the end of the Mission, they roll to see if she is still alive as soon as the Objective Room is discovered (same rules still apply as in the Mission rules). However, if the Girl is dead when the Heroes get there, then the Cultists have finished their fiendish ritual and have opened up a Void Gate to summon forth a terrible entity. One XL Monster with the keyword 'Demon' is added to the Fight, in addition to the Epic Human Threat the Posse must face. The Mission is not complete until all Enemies are defeated.	If the Heroes successfully complete the Mission, each Hero gains **75 XP**. If the Farmer's Daughter was brought back alive, they also may either remove up to **3 Corruption** or gain **+1 Sanity**.	If the Heroes fail the Mission, each Hero takes **D3 Corruption Points**, ignoring Willpower, and whatever it was that these Cultists summoned escapes from the Mine and **Destroys 2 Town Locations** from the nearest Town before it is brought down.

# Title	Keywords/ Background	Location/ Time Limit	Description	Reward	Failure
87 The Bait	Job ◆ Law ◆ Investigate *[Not available if Outlaw Heroes in Posse]* *A gang of hooligans has been harassing travelers on the road and it's time somebody put a stop to their hijinks. A local lawman wants to catch whatever it is by sending a carriage through the area as a trap.*	**Road Hex - No Time Limit**	The Heroes will need to travel to a Road hex and perform a Search action. When the Heroes find their first Clue Icon, they have found the perfect spot to set an ambush against whoever it's been that's been holding up these stage coaches. Begin a Fight on a Large Terrain battlemap against a Medium Human Threat. The Heroes begin in the middle of the map, the Enemies start at a random edge. Each turn, add another Low Human Threat to the edge of the map (roll D6: 1=North, 2-3=East, 4=South, 5-6=West). Use the Depth track and make *Hold Back the Darkness* tests each turn. For each Enemy killed, move the Posse tracker one space forward on the Depth track (2 steps if playing with 1 or 2 heroes). Whenever the Posse tracker move from one stage to the next (steps 10 & 5), all Enemies immediately get a free attack. When the Heroes make the *Hold Back the Darkness* test each turn, if they roll higher than the current step that the Posse tracker is on, reinforcements stop coming and the Job is complete when all remaining Enemies are defeated.	Each Hero gains 50 XP and $150.	Each Hero is beaten up pretty badly by the gang of outlaws and they lift some gold off you while you're knocked out. Each Hero loses 1x$50 and rolls on the *Injury Chart*.
88 Hostages!	Job ◆ Law ◆ Rescue *A group of bandits is holed up with some hostages. They've been cornered by some Marshals, but the Marshals are afraid to escalate things by going in through the front door if it might get the hostages killed.*	**Random Mine - 7 days**	The Posse will need to travel to the Mine and begin a ***Search Party*** Mission [Basic:4]. All rules will be the same except that you should only roll on the Human Threat Chart instead of drawing Threat cards. If anybody in the Posse uses ***Guns*** at any point in the Mission before the Objective Room is reached, the bandits will be alerted and will automatically kill the Hostages (thought the Mission is not automatically failed at that point). The Posse may ignore Attack results on Exploration Tokens if they make a successful **All Heroes Agility 4+** test each time those are drawn as they stealthily avoid a Enemy patrol. At the end of the Mission, do not roll to see if the Hostages are alive or dead, it will only be dependent on how the Posse performs during the Mission. If the Darkness Marker reaches the end of the Track, the Hostages are all killed and the Mission is failed.	If the Posse is successful in completing the Mission, each Hero gains **50 XP**. If all the Hostages are alive at the end of the Mission, then each Hero also gains **D3x$100** and gains **+1 Max Grit**. If the Hostages are killed, each Hero takes **D6 Corruption Points**, ignoring Willpower, as the loss of so many innocents weighs heavily on their souls.	If the Heroes fail the Mission, each Hero takes **D6 Corruption Points**, ignoring Willpower, as the loss of so many innocents weighs heavily on their souls.
89 The Hunt	Job ◆ Merchant ◆ Escort *A rich businessman is wanting to go hunting for some exotic beasts and needs an escort.*	**Forest Hex - 7 days**	The Posse can go to any Forest hexes and perform Search actions to generate Fights. The Posse may draw a Threat card on Clue Icon results in addition to the normal Attack or Ambush results. The Posse should keep track of how many different types of Enemies they fight. The Posse may engage in as many different fights for this Job as they'd like.	For each different and unique type of Enemy that the Heroes fight, they each gain an additional **10 XP** and **$25**, on top of whatever else they gain from the fights themselves.	There is no set Failure result for this Job.
90 The Ones We Love	Job ◆ Rescue ◆ Mandatory! *Somebody has taken a member of a random Hero's family hostage and is threatening to kill them in 10 days unless a ransom is paid.*	**Random Mine - 10 days**	Choose a Random Hero, that Hero has had a relative kidnapped. To pay the ransom and immediately complete the Job, the Posse may pay **D3x$1000** (the Job will be completed with no Reward or Failure results). If instead the Posse wants to try to rescue the hostage, they may travel to the Mine and go on a ***Search Party*** Mission [Basic:4]. All Set Up and Rules are the same, however any Enemies encountered in that Mission should be rolled for on the Human Threat charts instead of drawing Threat cards for Monster Enemies. Ignore the normal Reward/Failure results from that Mission description as well.	If successful, each Hero gains **30 XP** and the Hero whose family member was kidnapped gains an **additional 20 XP** on top of that.	If the Job is failed, then the family member is killed and the Hero who lost the family member takes **D6 Corruption** (no Willpower save) and also rolls once on the *Madness Chart*.

# Title	Keywords/ Background	Location/ Time Limit	Description	Reward	Failure
91 Killer on the Loose	Job • Death • Investigate *A killer stalks the Town and each night leaves the mutilated corpse of another Lady of the Night in the middle of the town square. Despite constant patrols, no one has caught sight of this foul fiend.*	**Local Town - 7 days**	Each day that the Heroes spend in Town they need to investigate what Clues they can find. At the end of each day draw an Exploration Token. If a Clue Icon is revealed, any number of Heroes may devote their next day in Town to investigating that Clue. Instead of visiting a Town Location, each Hero that is investigating must make a **Cunning 5+** test and if at least half the Heroes investigating succeed on this test (rounded up), the Heroes have tracked down a lead. The Heroes must successfully track down 3 leads in this way in order to successfully find the Killer. Upon finding the Killer, the Heroes must then engage in a fight with a single Brutal Human Villain two levels above the Posse's Threat level.	If the Heroes are successful in stopping the Killer, each of the Heroes is rewarded with **50 XP** and **D3x$50**. The Hero that struck the killing blow also gets an additional **$100** and gains a bonus Revive token usable only by them.	The Heroes fail to stop the killer as the bodies pile up. Some folks get scared and close up shop, heading out to safer pastures. **2 Random Locations** in this Town are now Closed (**Destroyed**)
92 The Weird, Weird West	Job • Supernatural • Outlaw *Some kind of artifact has been stolen by a group of bandits and there's no telling what it's done to them.*	**Random Mine - 14 days**	The group must travel to the Mine and begin a *Hive of Scum & Villainy* Mission [HexCrawl:1] to find the artifact. However, the artifact is warping the criminal gang and each Human Enemy there also has the ability Terror (1) in addition to all their other normal abilities. **Terror (1): A Hero starting their Activation on the same Map Tile automatically takes 1 Horror Hit.**	If successful, each Hero gains **50 XP** and the Posse finds one **Random Mine Artifact**. The Posse may sell it back to the science folks for twice its listed value.	If the artifact is not recovered from the gang, then they go out on a rampage. The nearest Town is **Destroyed**.
93 The Gate	Job • Supernatural • Mandatory! *A Gate to an Other World has opened up in the middle of a Town. It could destroy the Town if the group doesn't close the gate in time.*	**Random Town - 5 days**	Immediately **Destroy one Random Town Location** in the affected Town. The Heroes must travel to the Town and engage in a fight against an Epic Level threat. Begin the Fight on a Town or terrain battlemap and place a Gate tile on the opposite, middle side of the board. This Gate is considered adjacent to the edge of the battlemap. To close the Gate the Heroes need to defeat all Enemies on the board. While in this fight, make a *Hold Back the Darkness* roll each turn. Each time this roll is failed, draw a Low Threat card and add those Enemies around the Gate.	If the Heroes are successful in defeating the Enemies and closing the Gate, the Town is saved and the people sing your praises for saving them. Prices in Town are permanently $25 less for the Heroes (minimum $25). In addition, each Hero gains **30 XP**.	If the Heroes are unsuccessful in closing the Gate, the entire Town itself is **Destroyed**.
94 Gang Rivalry	Job • Outlaw • Politics *Two gangs are vying for control of this Town, you can decide between them or try to pit the two gangs against each other. It's a delicate balancing act.*	**Local Town - No Time Limit**	On a large Overland battlemap or the Town battlemap, place two sets of High Level Human Threats at either end of the battlemap and place the Heroes in the center. The Posse must make an **All Heroes Cunning 5+** test to see how well they can play the two gangs against each other. For each success, remove one Enemy from both of the gangs. After the test is finished, if there are any Enemies left, the Heroes fight whoever is left. All Enemies will attack the Heroes, having realized their deception they band together just long enough to take you bastards out.	If the Heroes are successful in finishing off the two rival gangs, choose a new Type or Keyword for the Town if it was 'Outlaw' before. The citizens here are grateful for your help and reward the Heroes with **$300**. Each Hero also gains **50 XP**.	If the Heroes fail to finish off the gangs, they proceed to go on a rampage. They **Destroy two Random Locations** in the ensuing conflict. In addition, the Town keyword is changed to Outlaw and the Town type is changed to **Outlaw Town** (reroll any affected Town traits if necessary).
95 Hell Train	Job • Supernatural • Train *Word is that a fiendish engine has been terrorizing the rail line, waylaying trains and causing a general ruckus. Track the train down and end its reign on the rails. The train doesn't seem appear to anyone else except for those on the trains themselves.*	**Railroad Hex - 16 days**	You'll need to ride a train on the rail line to encounter the Hell Train and exorcise it from the tracks. Each time you ride on the rail line, draw an Exploration Token, but ignore all results from the Tokens apart from Clue icons. When you come across a Clue icon, you have found the Hell Train and have a chance at trying to exorcise the foul engine. To defeat the Hell Train, the Posse may attempt to either perform an exorcism by making three consecutive **All Heroes Spirit 5+** tests or by tossing dynamite into the Hell Train. One Hero needs to make a normal Range attack to toss the Dynamite in and each Hero only has one chance per encounter to toss Dynamite. You'll need to do a total of 10 damage to the Hell Train to destroy it. If a 1 is rolled on a Range attack roll, you have blown up your own train and derailed it. If your train is derailed, each Hero takes **D8 Hits** and place the Posse midway between towns on a Railroad hex. That section of Railroad that the Posse is also out of service until the end of your next Adventure.	For clearing the tracks of the Hell Train the Posse gains **35 XP** and a wealthy railroad baron rewards the Posse generously with a lifetime of free travel on the rail line. For the rest of the campaign, the Heroes may travel for free along the rail line any time they travel from the town that originated this Job.	Permanent Effect: The Posse has failed to stop the Hell Train and it continues its hauntings across the region. Train lines pull out of the area and won't run any trains on these lines, it's just not worth it to them. The Heroes may not travel on the Rail Line by train for the rest of the campaign. Railroad hexes still count as Easy terrain when traveling across the overland map, but there are no passenger trains running on the tracks anymore.

# Title	Keywords/ Background	Location/ Time Limit	Description	Reward	Failure
96 Harem Caravan	Job ◆ Performer ◆ Rescue *A saloon girl has run off to join a harem for a traveling magician. Her friends and family think she may have been brainwashed or worse. You'll need to find the Caravan first and then talk the girl into coming back home.*	**Road Hex - No Time Limit**	The Posse will need to travel along the roads around Brimstone to first track down the magician's caravan itself. The group will need to Search road hexes until they have found 2 Gate icons. Upon finding the 2nd Gate icon, disregard any encounters or attacks that occur. Instead you have tracked down the Caravan and must now try to convince the Saloon Girl to leave. To convince the Saloon Girl you'll need to make an **All Heroes Cunning 5+** test. If this attempt fails, you can either Fail the Job or try to kidnap the Saloon Girl by force. The group will need to make an **All Heroes Agility 5+ test & a single Solo Strength 4+ test** to try to sneak into the Caravan at night and abduct the Saloon Girl. If either of these attempts fail, the group must fight against a High Human Threat (add +1 Saloon Girl to the Enemy group). If the Saloon Girl is killed, you fail the Job. The group may attempt to Capture the Saloon Girl and must bring her back to the Originating Town to complete the Job. See 'Expanded Combat' for rules on Capturing.	You've brought the girl back to her friends and family, whether she wanted to or not. Each Hero gains **30 XP** and **$100**.	You have failed to bring back the Saloon Girl, each Hero in the Posse takes **D6 Corruption Hits** for the guilt they feel.
97 New Sheriff in Town	Job ◆ Law ◆ Fight *A newly badged sheriff is going to need some help keeping order in Town and asks for the Posse to assist in taking down the bandits that created his job opening in the first place.*	**Random non-Outlaw Town - 10 days**	The Posse will need to hunt down the Bandits around the Town and take them out. To hunt the Bandits, the Heroes need to Search for 2 Clue Icons in the surrounding hexes around the Town. Upon finding the second Clue Icon, ignore whatever other results you find on the Exploration Token and immediately begin a fight against a High Human threat using a Terrain battlemap.	If the Bandits are found and defeated, each Hero receives **30 XP** and **$100** for helping the sheriff to bring law and order back to the Town and the surrounding area.	Since you weren't able to get rid of them bandits, they've decided upon themselves to hold early elections and have voted the new Sheriff out of office and into an early retirement... That Town descends into anarchy and has now become an **Outlaw Town**.
98 The Fountain	Job ◆ Supernatural *A legendary fountain is said to exist with mystical healing properties that can heal an incurable disease from a dying man.*	**Random Mine - 7 days**	The Heroes must go into the Mine and successfully complete an ***Exploration*** Mission [Basic:2]to finish this Job. All rules are the same as a normal Mission (ignore the regular Failure results), except that the Heroes must make it through to at least the 10 space on the Depth Track when they encounter the Dead End Showdown for the Fountain to be encountered. Upon finding the Fountain and eliminating the last Enemy, the Heroes must still make it back to the Originating Town in time to give the dying man the miraculous healing water.	Each Hero receives **25 XP** and **$300** for saving the dying man's life.	If the Heroes don't make it back in time to save the dying man, each Hero suffers **D8 Corruption Hits** from the knowledge that they failed to save his life.
99 Brimstone	Job ◆ Find *A refugee of Brimstone comes to you looking for help. They had an old family heirloom that they weren't able to take with them when they fled town. They don't have much, but it'd mean the world to them if you could get it.*	**Any Brimstone hexes - No Time Limit**	The Posse will need to travel to the ruins of the former Town of Brimstone and begin Searching the hexes there until they come across an Exploration Token with a Gate and a Clue Icon. At that point the Heroes have found the family heirloom in the wreckage that is Brimstone. All Fights that occur while searching Brimstone will be Monsters (no Humans travel around Brimstone) and draw Threat cards one level higher than the Posse's level. When the Posse finds the family heirloom and returns it back to the Originating Town, then the Job is complete.	If the Heroes are able to successfully complete the Job and return the heirloom to the townsfolk, then each Hero gains **50 XP** and may gain their choice of either **+1 Sanity** or **+1 Health**.	If the Heroes fail to recover the heirloom, then the townsfolk who hired them get tired of waiting around and go out in search of the heirloom themselves. In no time at all they're savagely ripped apart by the things that infest those town ruins and die horrible deaths. If only you had followed through on your word, instead of backing out like a coward. Each Hero in the Posse takes **D3+1 Corruption Points**, ignoring Willpower, for backing out on the deal.

TERRAIN ENCOUNTERS

Terrain Encounters are rolled up depending on the the type of terrain the Posse is located above. So if the group is on a Forest hex, they would roll up a Terrain Encounter from the 'Forest Terrain' table, or on a Mountain on the 'Mountain Terrain' table, and so on and so forth. While these are meant to be used in the game differently than Wilderness Encounters, your group might opt to use these in place of the normal Wilderness Encounters, though there's likely to be more flipping back and forth in the book to find the right tables.

Wilderness vs Terrain Encounters

Wilderness Encounters are checked for at the beginning of each day before the party begins its movement for the day. Terrain Encounters, on the other hand, come up when the Posse is Searching on the Overland map and come across one of the Encounter results (Encounter, Encounter x2, and Growing Dread Encounter) on the Exploration Tokens. While Wilderness Encounters pretty much *happen to* your group whether you want them to or not, Terrain Encounters are slightly more intentional in that the Posse has some degree of control, though not much, over what types of encounters they run into. You may find some terrain more hospitable than others, though Growing Dread Encounters are always bad.

SEARCHING

Revealing Exploration Tokens

When moving on the Overland map, make sure the pile of Exploration Tokens is kept shuffled. When a Search action is performed (1 MP), take note of the terrain that the Heroes are currently on and take the top Exploration Token off the pile to determine the results of that Search. The Heroes can only Search each individual hex once per day, but may Search multiple hexes while moving throughout a single day. The Exploration Token results are similar to what happens while out on a Mission with some key differences. Note that there are a few situations in which you would shuffle the Exploration Tokens: 1) you start a new game session, 2) you start a new Job, 3) whenever you transition between using the Overland map & any Map Tiles, and 4) whenever you run out of unrevealed Exploration Tokens.

Door/Gate Icons

Door and Gate Icons are used for some Jobs and may be used to determine whether an Attack is against Monster or Human Enemies, but are otherwise ignored while Searching on the Overland map.

Encounters

If an Exploration Token with the 'Encounter' result is revealed, roll one Encounter from the matching Terrain Encounter Chart. If the 'Encounter x2' result is revealed, roll up two Encounters from the matching Terrain Encounter Chart instead.

Attacks and Ambush Attacks

If an Exploration Token with the 'Attack' result is revealed, the Posse gets into a Fight! If an Exploration Token with the 'Ambush Attack' result is revealed, the Heroes have been ambushed! All Enemies gain +2 Initiative during the first turn of the Fight. Consult the section on 'Overland Combat' for more information on how to set up these Fights.

Growing Dread Encounter

If the Growing Dread Exploration Token is revealed, roll on the 'Growing Dread' section of the Terrain Encounter Chart, regardless of what type of terrain the Posse is actually currently on. In some campaign styles, additional results may occur as a consequence of a 'Growing Dread Encounter' result being revealed.

Clue Icons

Clue icons are used when the Heroes are on a Job. Frequently these will require the Heroes to find X Clue icons in order to progress or finish the Job. Consult the Job description for more information about how Clue icons are used.

TERRAIN ENCOUNTERS

36 ..... Desert Terrain

38 ..... Forest Terrain

40 ..... Mine Terrain

42 ..... Mountain Terrain

44 ..... Plains Terrain

46 ..... Railroad Terrain

48 ..... River Terrain

50 ..... Road Terrain

52 ..... Swamp Terrain

54 ..... Town Terrain

56 ..... Town Ruins Terrain

58 ..... Growing Dread Encounter

DESERT TERRAIN

Desert terrain refers to any terrain that occurs in The Badlands or any other obviously Desert regions.

D20

01 Bone Yard

Encounter ◆ Environment ◆ Scavenge

Bones litter the area, bleached white bones of all descriptions. Some are human, but most are from species you couldn't even begin to imagine.

Lore 6+

If successful, you have identified a rare and valuable set of intact skeletal remains that fetch top dollar in certain archaeological circles. The Posse gains **D3x$100** at the next Town when a passing Archaeologist buys the bones off of you.

02 A Drop of Water...

Encounter ◆ Active ◆ Water

Some black magic has tainted the Posse's water. The horses are stumbling and the group struggles forward, to a shimmering line of blue in the distance.

Every day each Hero loses **D6** from their Max Health until the Posse travels to a hex containing water or an undestroyed Town. As soon as the Heroes have traveled to a safe hex, their Max Health is restored, though their current Health remains at the lowered level until they are Healed.

03 The Blackness of the Stars Above

Encounter ◆ Active ◆ Darkness

You suddenly have a vision of a great field of stars. A patch of the stars appears to be moving in a great chaotic dance when suddenly one of them shoots out of the pack towards you and blinds you.

Until the end of the next Adventure, a Random Hero is blinded by some bizarre astronomical vision. That Hero is **-2** to all **Range To Hit** rolls and will Hit another Hero in Line of Sight for each 1 or less rolled on Range To Hit rolls.

04 Desert Caravan

Encounter ◆ Active ◆ Merchant

A caravan of riders on camel-back wearing exotic robes are traveling across this barren landscape, casting fearful glances at the heavily armed and dangerous looking Posse. These strange travelers don't seem to speak any language you've ever heard of.

Lore 5+ or **Cunning 5+**

You manage to start up a basic dialogue with these travelers using hand gestures. They are traders from a distant land that have somehow ended up here in this desert. They offer to sell you some strange trinkets in exchange for some gold and information about this area. Draw 3 **Mine Artifact** cards, you may Purchase each Artifact for double the Sell value listed on the card.

If unsuccessful, neither group can make out the other and the caravan rides on without incident.

05 Burial Warnings

Encounter ◆ Environment ◆ Tribal

The markings are obvious enough - heat shrunken heads on stakes. Before you lies sacred Indian lands, and the way around is without water.

If the Posse moves again this day, each non-Tribal Hero in the Posse becomes **Cursed** and is **-1 Max Grit** until they can have an Exorcism of Madness Ritual performed at a Church. The Exorcism is performed as usual but removes this Curse instead of removing any Madness. Any Hero with the keyword 'Kemosabe' loses that keyword, while any Heroes without the keyword 'Tribal' or 'Kemosabe' gains the keyword 'Paleface'.

06 Burrowing Feeder

Encounter ◆ Active ◆ Creature

Ahead of you, something is traveling through the sand at an incredible speed. You only have moments to act before it reaches the Posse's position!

Each Hero rolls their Agility and adds up the dice rolled. The Hero with the lowest resulting number takes **D6 Hits** and rolls another D6. On a roll of 1, they have lost their horse as well. If more than one Hero is tied for lowest, they each make these rolls separately.

07 The Sun Dance

Encounter ◆ Active ◆ Tribal

Long before you see them, you hear the steady throb of the drums. On a low rock outcropping, an Apache shaman and a dozen acolytes are swaying in trance as they dance around a post. Talon's are skewered into their chests, as they lean backwards, held above the ground by their tearing skin and taunt leather cords.

The Shaman is performing a ritual to drive back the Darkness, and it affects all who have been touched by it, including the Heroes! Any Heroes carrying Dark Stone may either drop the Dark Stone they are carrying (it shatters and is lost) or they must roll for **Corruption** for each Dark Stone, item with a Dark Stone symbol, or Dark Stone Upgrade that they carry.

08 Foreboding Desert

Encounter ◆ Environment ◆ Explore

The Posse rides down yet another decline, and up another rim. This is all they have been doing for hours, or has it been days? The sands themselves seem to be shifting all around you, as if something is rearranging the landscape around you to confound your efforts.

Stop all movement for the day. **days** have passed before the Posse is able to get its bearings again.

09 Snowstorm

Encounter ◆ Environment ◆ Weather

This desert steppe is bitter cold. Pure white snow blows across sandy dunes in an odd contrast and the Posse is caught up in a terrible snowstorm. As quickly as it comes, the snowstorm dies down, but all around you see an ancient city that definitely wasn't there before...

The Posse immediately begins an ***Overload*** Mission [Targa:5]. Re-roll if you do not own City of the Ancients. Upon completing the Mission, the Posse returns to this same Overland map hex.

10 The Sand Snake

Encounter ◆ Active ◆ Creature

A large pale snake with spines running all down its back slithers through the sand. Suddenly it rears up, a cloud of dust forms around it as it twists and flails creating a whirlwind. The whirling Sand Snake moves towards the Posse...

Every Hero gains **15 XP** and takes **D6 Wounds** with no Defense as they try to fend off the vicious Sand Snake. Until the end of their next Adventure, each Hero that carries a ***Gun*** is unable to use that ***Gun*** as it has become clogged with sand.

11 Dust Blowing

Encounter ◆ Environment

A few dust devils blow around here and there, but otherwise, it's pretty boring out here in the middle of the desert.

Nothing eventful happens

12 Sandy Crates

Encounter ◆ Active ◆ Explore

Scattered about in the middle of this desert area are some crates, with no tracks or any other indication of how they got there. It seems downright weird that they'd be out here.

Choose:

Start opening the crates:

Strength 6+

For each 6+ rolled, gain **10 XP** and draw a **Loot card**. For each 1 rolled, **Ambush! - D3 Tentacles** are placed Ambushing the Posse!

Ignore them and move on:
Each Hero takes **3 Horror Hits** doing **2 Sanity Damage** each as the desert around you seems to take on a sinister character to it and the sun beats down especially hard on you, causing some hallucinations.

13 A Tear in Reality

Encounter ◆ Active ◆ Void

There is a crack in the fabric of reality here that threatens any who would look upon it!

Spirit 5+

If successful, gain **15 XP** and you may recover **1 Grit**. If failed, you lose **D6 Sanity** ignoring Willpower.

If the Posse ends their movement for the day on this hex, they must perform this encounter again.

14 Indian Tracker

Encounter ◆ Active ◆ Tribal

The lines of experience mimic the cracks in the arid earth, as you stare into the Indians face. He has the drop on the Posse as he stares down the iron of his rifle.

Cunning 6+

If at least one Hero is successful, the Indian Tracker tells you what lies for you further on. You may reveal an Exploration Token for an adjacent hex without triggering its result until you Move onto that hex (it triggers automatically without a Search action). Otherwise the Posse Moves to a random hex and each Hero takes **D6 Hits** as the Indian chases you away.

15 Sandstorm!

Encounter Environment Explore

In the distance the Posse hears a low droning sound. Off to the north they can see a cloud of dust fast approaching. With a scream, the horses begin to panic as the droning becomes a loud roar...

In the ensuing chaos, the Posse becomes separated. Each Hero in the Posse rolls on the Random Hex Diagram and moves their Hero to that hex.

16 Horse Heads

Encounter ◆ Active ◆ Mission

Strong winds here have blasted some sand dunes away, revealing what appears to be an entrance to a sprawling structure underneath. A pair of horse heads carved into a relief here is the only clue you have as to who once dwelt here.

The Posse may immediately begin an ***Exploration*** Mission [Basic:2], otherwise, nothing eventful happens.

17 Dead Man's Hand Written Note

Encounter ◆ Active ◆ Horror

The circling vultures that have been mocking the Posse for days seem to have found something more interesting in the distance. Kicking aside the damnable vermin, a man half stripped of his flesh is sprawled. A letter is clutched in his bony fist. Cracking the fingers, the party reads the dead-man's letter and immediately regret it as his tale of madness and depravity unnerves even the strongest among you.

Each Hero immediately takes **Horror Hits**, with each doing **2 Sanity Damage**. Each Hero that takes 4 or more Sanity Damage as a result rolls once on the ***Madness Chart***.

18 Something Shiny

Encounter ◆ Environment ◆ Hazard

You make your way over the top of a particularly large dune and see below you an almost perfectly formed, smooth cone-shaped hole in the sand, almost 100 feet across. At the bottom of this feature, something shiny catches your eye.

A Random Hero may repeatedly roll 5D6 to see if they're able to retrieve something from the bottom. Once started, they may not stop until all dice are either 1's or 6's. Whenever a 1 or 6 is rolled, set that die aside. If you get three 1's, then take **Wounds** from a giant sand lion that erupts from the bottom of the pit. If you get three 6's, then you may draw a **Mine Artifact** card.

19 The Last Saloon

Encounter ◆ Active ◆ Merchant

A small leaning building no bigger than an outhouse with an inferiority complex stands out on the desert like a palm tree on the moon. The building is a saloon that promises the best quality whiskey in these parts.

You may buy Purchase Items or Entertainment Services from here as if you were at a Saloon Town Location (*do not roll for Location Events*). However, this Saloon is too small and out of the way and has no Saloon Girl Troupe.

20 Local Visions

Encounter ◆ Active ◆ Explore

An Indian returning from a vision quest is recovering from taking peyote. He tells you of some things that he saw while he walked, though even he's not sure if what he saw was real or not.

Select an adjacent hex and flip over an Exploration Token. If you Search that specific hex on this day, draw the face-up Exploration Token. Otherwise draw from the next face-down Exploration Token for any other hexes that you Search this day. Reshuffle all the Exploration Tokens at the end of the day.

FOREST TERRAIN

Forest terrain refers to any terrain that has trees or any other wooded areas

D20

1 Massacre of the Innocents

Encounter ◆ Environment ◆ Horror

You catch sight of a trail of blood. It starts as a trickle at first, but gradually begins to fill out until eventually you find a pool of it, along with a pile of bodies. Some savage beasts tore these people limb from limb and feasted upon their entrails. You don't know what kind of creature could do such a thing, but that howl you just heard off in the distance sounded more man than wolf. The howls are getting closer.

Each Hero makes a series of D6 rolls, as many as it takes until at least one Hero rolls a 1. If a Hero rolls a '6' during this time, that Hero gains **15 XP**, recovers **1 Grit**, and may stop rolling. The first Hero to roll a '1' takes **D8 Horror Hits** and everyone stops rolling at that point. If no one rolls a '1', then the encounter is over.

2 The Sleeper Awakes

Encounter ◆ Active ◆ Monster

With a muffled crash, a tree falls in the distance causing a cloud of squawking birds to fill the air. Something massive is making it's way towards the Posse!

If the Posse does not move at least 2 hexes away within the same day, they are ambushed by a single XL Enemy in a fight on an Overland battlemap. This XL Enemy has +D8 Health, does +2 extra damage, and has 2 Epic abilities no matter the level of the Posse. Each Hero **draws two Loot cards** if the Monster is defeated.

3 Galloping Calvary

Encounter ◆ Active ◆ Explore

A small company of US cavalrymen have ridden into this area in search of Outlaws. Knowing the danger around these parts, they offer to let you ride along with them for the remainder of their mission here.

For the remainder of this day, you may ignore any 'Attack' or 'Ambush' results you get when performing an Overland 'Search' action. However, any Clue Icons or Encounters that trigger a Fight are unaffected.

4 Move with Caution!

Encounter Environment Hazard

The forest around you is filled with interesting karst caves and clay tunnels. In some places, the ground is very ready to collapse and dump the heroes into the wet clay pits below.

For the rest of the day, the Posse rolls a D6 whenever they enter a hex. On a roll of 1, the Posse falls into one of the pits and must go directly into an ***Escape*** Mission [Basic:5] to exit the caves. If any Heroes in the Posse have the keyword 'Scout', they may avoid this Mission if they want.

5 Mama Grizzly

Encounter ◆ Active ◆ Creature

While wading through undergrowth the Posse stumbles across a family of bears at play. It all happens so fast. The cubs look at you - eyes wide. The horses smell the bears and revolt running for their lives. The mother bear rears up on two legs, roars, and gives chase.

The Posse must immediately move in a random direction using the Random Hex Diagram (*does not count against Overland movement for the day*) or else a Random Hero loses their Horse. If the Random Hero does not have a Horse to lose, they roll on the ***Injury Chart*** instead.

6 Children of the Forest

Encounter ◆ Active ◆ Spirits

As you pass through this wooded area, you can hear the sounds of small, laughing children all about you. Some are singing what sounds to be a nursery rhyme in a language that you've never heard before. While it starts off low, it gradually begins to overpower your senses.

Each Hero in the group takes **1 Sanity Damage**, ignoring Willpower. For the rest of the day, each Hero suffers an additional **1 Sanity Damage** each time you enter a Forest hex.

7 Where Giants Tread

Encounter ◆ Active

You walk through the forest, marveling at the age and size of some of the trees in this part of the forest, when underfoot you hear faint cries of horror from men, women, and children. You look below upon the devastated ruins of a miniature town. As you raise your boot, you see to your horror stains of red and tiny humanoids clinging for dear life onto the soles of your boot, some falling many inches to their death. Some brave souls mount a counterattack against your monstrous incursion into their small town, but to no avail, your destruction of their once peaceful way of life is utter and complete.

To right this most terrible wrong, you may stop movement for the day and spend the next D3+1 days in this area helping to rebuild this tiny Town that you so mercilessly trampled over. If you spend the time, lose **D6x$25** helping to rebuild, but recover **1 Grit**. If you decide not to help, take **D3 points of Corruption** (no Willpower save) and along with another **D3 Corruption Hits**.

8 Dire Wolves

Encounter ◆ Active ◆ Creature

A blinding flash and the ancient forest is transformed for a moment into a land of black and white lines. High on a hillock howl a pack of dire wolves, each rivaling a horse in size. They appear to be hungry.

Each Hero makes three rounds of Attacks (Melee or Ranged). If a Hero does not do at least 5 Damage between all of their Attacks (Wolves have Defense 0), their Mount is Killed.

9 The Ancient Flame-Leaf

Encounter ◆ Active ◆ Ancient

A burning tree stands apart from the other trees, the flame never wavering or dying. As you approach the tree, a voice older and angrier than anything you've ever heard before booms out from all around you. The ancient tree accuses you of trespassing and demands a sacrifice from you.

Each Hero must sacrifice 1 Dark Stone or an item with a Dark Stone icon. Any Hero that fails to make an offering to the Flame-Leaf gains a Curse 'Fire-blood'. Whenever a Hero with 'Fire-blood' takes a Wound from any source, they also take 1 Sanity damage with no Willpower save and are -1 Initiative per Wound.

This Curse can be removed at a Church Town Location using the Exorcism of Madness ritual. The Exorcism is performed as usual but removes this Curse instead of removing any Madness from the Hero.

10 Trading Post

Encounter ◆ Active ◆ Merchant

Beneath a thick canopy of trees in the middle of the forest, you find a ramshackle log cabin run by a pair of brothers. One is crippled from the waist down, the other is blind. Despite their handicaps, they have a wide range of useful things for sale.

You may buy Purchase Items from here as if you were at a Frontier Outpost Town Location (*do not roll for Location Events*).

11 Stone Trees

Encounter ◆ Environment

This part of the forest is filled with petrified trees, though some craftsman appears to have gone through and carved hideously deformed faces on each and every one of these trees. The workmanship is amazing as it appears as though those horrible stone faces are following you no matter where you walk. You might never live to know how that was accomplished.

Nothing eventful happens.

12 Hanging Dolls

Encounter ◆ Active ◆ Darkness

Hanging children is beneath contempt, but words escape you when it comes to hanging babies. Upon closer inspection though, it appears to be a tree covered in children's' dolls hanging from every branch. Bones of some small animals and even some bigger ones litter the base of the tree. There doesn't seem to be a wind in the air, but those hanging dolls are moving as if there was...

The Hero with the most Dark Stone and/or items with Dark Stone symbols is attacked! That Hero must roll against D6 Escape tests (Escape 3+). For each Escape test that they fail, that Hero takes **1 Sanity Damage** with no Willpower save.

13 Void Webs of Doom

Encounter ◆ Active ◆ Monsters

Before you can react, you all find yourselves caught in a series of spiderwebs. The more you struggle, the more it seems to attract the Void Spiders that have made their home here!

Agility 4+

Any Heroes that successfully pass this test may go back to help another Hero that failed their Agility test (that Hero may reroll their test, each Hero may only be helped once), but the Hero that is going back must immediately roll another Agility 4+ test. Those that fail this test must roll once on the *Injury Chart*.

14 Lumber Camp

Encounter ◆ Active ◆ Explore

A group of brawny men are busy cutting down trees in this part of the forest. They don't pay you much mind as the work they're doing looks strenuous enough. As you're about to leave this area, horrible cries erupt from deep in the woods where a group of lumberjacks had been walking to. The Heroes find a grisly scene of carnage as body parts and blood are splashed about in equal measure. Something butchered these men with little remorse.

The next time an Exploration Token is flipped while in this hex or any adjacent Forest hexes, draw an additional Threat card with 2 Epic abilities and begin an Overland battle in addition to whatever else is on the Exploration Token.

15 Trap Poachers

Encounter ◆ Active ◆ Stranger

You fall victim to some sort of trap and a group of Hunters pop out. They were trying to catch some vicious wolves that have been raiding the area. There is a bounty on every wolf tongue - which can also be used to pay taxes.

The Posse loses half their Move Points (rounded down) for the day as they get themselves sorted out and the Hunters insist on paying you back with drinks for your trouble.

16 Out of the Way!

Encounter ◆ Active ◆ Stranger

Some Outlaws have just robbed a Frontier Outpost bank and are carrying money in assorted bills and coins as they make their way back to their hideout.

If you choose to rob the Outlaws, begin an Overland battle against a group of Outlaws with 1 Elite ability. If you successfully defeat the Outlaws, gain **x$100** from the Outlaws' ill gotten gains. Otherwise, the Outlaws continue on their way and make off with the loot.

17 The Ancient Gates

Encounter ◆ Environment ◆ Mission

As you start to search the area, the Posse finds a set of massive gates, overgrown with moss, vines, and bushes. This appears to be the site of an ancient complex that once stood here. While any other structures that once stood above ground have been worn away, you find an entrance that leads you down below into the bowels of the earth.

If you decide to explore underground, **stop all movement for the day** and immediately begin a ***Exploration*** Mission [Basic:2]. Standard Rules, Rewards, & Failure conditions apply.

18 No Sign of Life

Encounter ◆ Environment ◆ Explore

A little ways off the path, an abandoned campsite can be seen. The tents are in tatters, flapping in the wind, the packs and crates ransacked. No sign of the occupants, dead or alive…

Each Hero may make a Scavenge roll to determine if anything is found. If any of the Heroes roll a 1 or if no Heroes succeed on the Scavenge roll, then none of the Heroes find anything of value.

19 Monkeying Around

Encounter ◆ Active ◆ Creature

You think you may have read about them in school books when you were a child, but overhead you catch sight of some monkeys, swinging from branch to branch. For a time you're struck by how adorable they look, until you realize that the entire Posse is surrounded by them. Their eyes glow red and one monkey, twice the size of the others, stands up on it's hind legs and bares his teeth at you.

If the Posse decides to stand their ground, each Hero takes **D8 Hits** from the swarms of monkeys attacking them. If the Posse decides to flee, each Hero makes an Agility 5+ test. If failed, that Hero loses a Random Gear Item in the confusion of their escape.

20 Local Knowledge

Encounter ◆ Active ◆ Explore

A friendly Indian Shaman is out collecting herbs and hails your Posse. He advises you of what he's seen just a few miles away on his way here.

Select an adjacent hex and flip over an Exploration Token. If you Search that specific hex on this day, draw the face-up Exploration Token. Otherwise draw from the next face-down Exploration Token for any other hexes that you Search this day. Reshuffle all the Exploration Tokens at the end of the day.

MINE TERRAIN

Mine terrain refers to any hex that contains a Mine entrance.

D20

01 Leaking Mine

Encounter ◆ Active ◆ Mission

This Mine appears to leaking some sort of dark black, oily substance. The stuff seems to be toxic to plants and animals, so it might be best if you shut it off at its source.

The Heroes may immediately go on an ***Exploration*** Mission [Basic:2] to find the source of the leak in the Mine and fix the problem. When the Heroes find their first Dead End Room and have defeated any Enemies there, they have found the source of the leak here and can fix it. If the Mission is failed or not taken, the dark black substance continues to leak out and poisons the local water supply. A shop owner is killed and his business falls into ruin. **Destroy 1 Random Building** from the nearest Town.

If successful, each Hero gains **30 XP** and finds **D3 Dark Stone** nearby.

02 Cave In!

Encounter ◆ Environment ◆ Explore

As you poke around the area, the ground beneath you suddenly gives way! You all fall down into a cavern beneath the ground, with no clear way to crawl back out. You appear to be in the middle of a network of caves, maybe one of them leads back up to the surface?

Agility 5+

Any Heroes that fail take **D6 Wounds** (no Defense save). You must immediately begin an ***Escape*** Mission [Basic:5] in this Mine to get out. All normal conditions apply.

03 Grasping Hands

Encounter ◆ Active ◆ Death

You cautiously poke around near the entrance of the Mine, your gaze at full attention on the Mine entrance lest something pour forth and catch you unawares. As you walk along, suddenly your foot gets stuck. You quickly look down to see a skeletal hand wrapped firmly around your ankle!

Agility 4+

If successful, gain **20 XP**. Each Hero that fails this roll takes **D6 Horror Hits** as they try to fight to get their feet free of these skeletal hands.

04 Noxious Odor

Encounter ◆ Environment

There's a terrible stench emanating from this Mine, worse than the smell of the dead. It's as if a demon were using this Mine as his own personal pit latrine.

Strength 5+

Those that fail are **-1 Defense** until the end of your next Adventure.

05 People Trap

Encounter ◆ Environment ◆ Hazard

As you search around the Mine entrance, one of the Hero's legs becomes trapped in some sort of mechanical contraption. The Trap must be a way for some foul monster to catch themselves some food!

A Random Hero becomes trapped and takes **D3 Hits**.

Cunning 6+

If successful, gain **30 XP** and the trapped Hero is freed. If failed, that Hero takes another **D3 Hits**. Each Hero may attempt the test. If all Heroes are unsuccessful, **Ambush! - Draw a Threat**. The trapped Hero will be unable to move during this Fight. After the Fight, if the Posse is victorious, the trap releases and the Hero may move freely again.

06 "Somethin's Comin' Out!"

Encounter ◆ Active ◆ Attack

Terrible things burst forth from the Mine entrance and have you surrounded!

Ambush! - Draw a Threat card

07 Illuminated Lady

Encounter ◆ Supernatural

A pale, nude woman looks teasingly out from the Mine entrance, a lantern in one hand and nothing but her other hand to cover the rest of her body. She beckons you closer to come feel her warmth.

All Male Heroes: Spirit 5+

Those that fail run headlong after the Woman, unmindful of the dangers and disappear into the Mines after the Woman. They appear minutes later, frenzied and half-mad, each rolls once on the ***Madness Chart***.

08 Lady in Distress

Encounter ◆ Exploration ◆ Rescue

A beautiful woman in a tattered dress with tears streaming down her face cries out to you from the Mine entrance. Something unseen behind her pulls her back in.

The Heroes may immediately go on a ***Search Party*** Mission [Basic:4] to attempt to rescue the woman. If the Posse chooses not to, they suffer **D6 Corruption Points** (ignoring Willpower), as their cowardice weighs heavily on their souls. Each Hero's reward for rescuing the woman is **$100** and **+1 Sanity**.

09 Ghostly Prospects

Encounter ◆ Supernatural

You've just about searched the area and are headed out when you turn back around and where there was just nothing a second ago you now spy a group of spectral figures all staring out at you. They look to have once been miners, their spirits now stare coldly out at the living through empty sockets, Their sense of hatred towards the not-dead is palpable and you feel their cold icy gaze stabbing you in your brain.

Each Hero must immediately spend **1 Grit** or take **D8 Horror Hits**.

10 Nightmarish Echoes

Encounter ◆ Environment ◆ Supernatural

You call out into the Mine and hear your own echoes somehow distorted. Your own voice reverberates back to you and echoes within your skull. It's become changed and alien, despite being your own. Try as you might to distract yourself from the sound, you can't shake it and it begins overwhelming you.

Each Hero in the Posse takes **D6 Horror Hits**. If more than half the Posse takes Sanity Damage from this, the Posse is routed and you flee in terror. Move the Posse 1 hex using the Random Hex Diagram (*does not count against your movement for the day*).

11 Echoes

Encounter

You call out into the Mine and hear only echoes. Your mind wants to fill in the gulf with the roars of terrible monsters or the moans of the hungry dead, but there is nothing but silence. It's unsettling, but peaceful. In another time you wouldn't have thought anything of it. You relax your grip on your pistol just a little bit, it seems all clear for now.

Nothing eventful happens.

12 Terrifying Warning

Encounter ◆ Active ◆ Darkness

A crude, handwritten sign has been nailed to one of the beams along the entrance to the Mine. In a dark, brownish script it reads, "here men die." The rough letters look to have been written by an animal, but what animal knows their letters?

The next time you start a Mission, add a **Growing Dread** card to the stack immediately.

13 Scarab Swarm

Encounter ◆ Active ◆ Creature ◆ Swarm

A swarm of large, iridescent beetles pours out of the mouth of the Mine. Their mandibles produce a slight spark, which appears as a crackling light coming from this swarm. They fly right through the Posse, getting into every nook and cranny and crevice. Some of the little buggers seem to have even developed a taste for some of the supplies you're carrying with you.

Luck 4+

Those that fail the test must discard a Random Side Bag Token. If the Token discarded is Dynamite, roll a D8. If a 1 is rolled, the Dynamite is ignited by the beetles sparking mandibles. All Heroes take **D6 Wounds** (no Defense).

14 Whistling Melody

Encounter ◆ Strange ◆ Hope

From the opening that leads down into the Mine you hear somebody whistling a queer melody, yet it somehow seems to fill your hearts full of courage.

Each Hero recovers **1 Grit**.

15 Drunk Old Coot

Encounter ◆ Active ◆ Stranger

An elderly prospector wanders out of the Mine with a thirsty look in his eye and the strong smell of urine, booze, and vomit emanating from his unwashed body. He asks if you might spare him a drink.

If the Posse gives up an alcoholic Side Bag Token, the old coot warms up to you and tells the Posse a riveting story about his younger days of glory when he was adventurer, before he took that damn arrow in his knee. Each Hero gains **20 XP** and recovers **1 Grit**.

16 Gold Droppings

Encounter ◆ Environment ◆ Loot

Amongst some clumps of grass just outside the Mine entrance, you spy something shiny!

You discover some nuggets of gold that somebody dropped here, most likely pulled up from the Mine long ago before Dark Stone was discovered. The Posse finds gold scattered about the area totaling P **x$50**, to be split equally among the Posse.

17 "By the Skin of Our Teeth"

Encounter ◆ Active ◆ Stranger

Another group of Adventurers bursts out of the Mine, kissing the ground in front of you and looking at the Sun like a long lost family member. They try to go through their tale, but adrenaline is still coursing through their veins and they can barely construct any sentences that make any sense to you. Maybe if you could calm them down somehow you might get something worthwhile out of them.

If the Posse makes Camp at least one hex away from this Mine today, you camp down with the Adventurers for the night. Each Hero gains **30 XP**. If at least one Hero gives up an alcoholic or herbal Side Bag Token, the Posse gains an additional Revive token as well for use on their next Mission.

18 Souvenirs

Encounter ◆ Stranger ◆ Loot

Some enterprising miners have set up shop outside this Mine. Despite the dangers in these Mines, they occasionally make trips down into the Mines to pull up whatever treasures they can find and are ready to make a deal.

Roll a D6 to determine what the miners have for sale:

1-4	**Dark Stone** - price is P x$25 each
5	**Draw a Gear card** - price is the listed value on the card.
6	**Draw a Mine Artifact card** - price is twice the listed value on the card.

19 Abandoned Mine Cart

Encounter ◆ Environment ◆ Loot

Someone seems to have left a mine cart out here on a track. On top are a bunch of piled up rocks. There's a big boulder on top that's pretty heavy, but just underneath you think you might see some Dark Stone!

Strength 5+

If any Heroes fail this test, the boulder comes crashing down and a Random Hero rolls once on the ***Injury Chart***. Regardless, each Hero gains **25 XP** and **1 Dark Stone** after the boulder is moved.

20 Local Map

Encounter ◆ Active ◆ Loot

As you poke around the entrance to the Mine, you see a scrap of paper fluttering behind a hidden alcove. You move the rock out of the way and uncover what looks to be an old map. Some old prospector must've drawn this map years ago and hid it here.

The next time you enter this Mine on any Mission, you gain the ***Old Map*** Gear item.

MOUNTAIN TERRAIN

Mountain terrain includes any hexes with obvious hills, cliffs, plateaus, or any other mountain-esque things.

D20

1 The Mountain Pass

Encounter ◆ Active ◆ Enemy

A lonely mountain pass is guarded by a horde of Enemies, denying all passage.

Unless the Posse fights a High level threat, you must **stop all movement for the day** as you search for another way around this group.

2 Rock slide

Encounter ◆ Environment ◆ Hazard

A few pebbles bounce by at first, without anyone paying attention, but when the mountain's face begins to slide, all bets are off.

Roll 2D6. Collectively, the Heroes must take that many **Hits**, but may decide how those Hits are distributed amongst the Heroes. You have one minute to decide or all Heroes each take that many Hits.

3 Hot Feet!

Encounter ◆ Environment ◆ Fire

The ground about you begins to rumble as you realize that you appear to be on a dormant volcano that has once again become active and is about to start spewing lava!

Acility 5+

Any Hero that fails has lost any Boots they were wearing, unless the Boots provided some kind of resistance or immunity to Fire effects.

4 The Price of Corruption

Encounter ◆ Active ◆ Stranger

If it weren't for the time of season the little log cabin would never be seen by the Posse. This would probably have been for the best, for there now stands before you a man with a sawed-off shotgun, accompanied by wolves and a great bear.

If the Posse collectively has more Corruption points than the # of Heroes x 2, then the Mountain man and his animal allies attack you! Each Hero takes **D6 Hits** and rolls a D6. On a roll of 1, that Hero has lost 1 Dark Stone, an item with a Dark Stone icon, or an item with a Dark Stone Upgrade attached (your choice).

5 Fossil Record

Encounter ◆ Environment ◆ Loot

A recent landslide has exposed a fossil. The fossil does not appear to be like any creature you've ever seen before, living or dead. Surely a learned fellow would be interested in having a look at this thing.

Each Hero that can may take one Fossil item ( ). Each Fossil may be sold at a Doc's Office for **D6x$50**.

6 Gabriel's Horns

Encounter ◆ Environment ◆ Hope

The Posse travels through a wet mist of low cloud formations feeling miserable. They are drawn out of their black thoughts when the mountain peaks begin to sing a sort of song. It's almost as if the mountain tops are resonating with some sort of cosmic harmony.

Each Hero is Healed to Full Health & Sanity.

7 Spider Hole

Encounter ◆ Environment ◆ Explore

As you search along a particularly steep side of a rocky area, you see what appears to be a small freshly dug hole, hastily covered with a flat rock. As you uncover the hole, something emerges!

Each Hero gains **25 XP**. Roll a D6:

1	A giant spider jumps out from the hole as you rip off the covering and attacks. Each Hero takes **D3 Wounds** (no Defense) before you're able to kill the thing.
2-5	An odor of death & decay hits you full force as you lift the covering. You find mutilated bodies, fresh kills for some creature that thankfully isn't around. Each Hero takes **D3 Horror Hits** as they realize that the cuts are actually intricate carvings of some demonic symbols.
6	A frightened Prospector arises from the hole. He had been hiding from a swarm of monsters and gives the Heroes what he thinks attracted the monsters in the first place. Each Hero receives **1 Dark Stone** and recovers **1 Grit**.

8 Viper's Nest

Encounter ◆ Active ◆ Creature

One of the Posse members needs a private moment with nature. An unfortunate back-step and they are reaching for their drawers as they slide down a flue. None of this is as surprising as the rattle-snake nest they've fallen on.

Agility 5+

If successful, gain 20 XP and you are unharmed. If failed, you have become Poisoned! Gain D6 Poison markers. For each of these Poison markers that you have, roll a D6 once per day. On a 1 or 2, take 1 Wound, ignoring Defense. On a 6, you may discard a Poison marker.

9 Good Eatin'

Encounter ◆ Active

A tribe of crazed mountain giants have taken up cannibalism and are hunting the Posse! They're planning on getting fat off the meat of your carcasses tonight.

Each Hero in the Posse takes **D8 Wounds**. This damage can be completely avoided if any one Hero gives up their Horse to be killed to throw the mountain giants off of the Posse's trail.

10 Nest of the Thunderbird

Encounter ◆ Active ◆ Creature

Looking up through thickening clouds, someone glimpses a huge nest. An enormous winged shape leaps from the edge of the nest.

The Thunderbird attacks the Posse! A Random Hero takes **D6 Hits**. For the rest of the day, every time the Posse moves into a hex with mountain terrain, a Random Hero in the Posse takes an additional **D6 Hits**.

11 Fire in the Hills

Encounter ◆ Active ◆ Fire

The smell of smoke hangs in the air and all around you the hillsides are aflame with an unnatural glow! Lavamen are walking the landscape destroying all they find. The unnatural flames of the Lavamen burn those tainted by corruption.

Each Hero takes **1 Wound** (no Defense) for each point of Corruption they have. Any Hero that takes damage from this also gains **15 XP**.

12 Mountain Yetis

Encounter ◆ Active ◆ Creature

A warning grunt turns the Posse's head towards the lip of a cliff-top. A hairy head appears. Another head follows and another. Giant, hairy, beast-like men stare down in silence. One points with intent at you. Then suddenly, rolling logs and boulders come crashing down the mountainside towards the Posse!

Agility 5+ or Strength 4+

The Heroes may individually make separate **Agility 5+** tests or may collectively make a group **Strength 4+** test (choose one, either everyone does Agility tests or the Posse does a Strength test as a whole) to either dodge out of the way or create a quick barrier against the falling debris.

Any Hero that is successful in the Agility test or if the Posse passes the Strength test, they each gain **20 XP** and recover **1 Grit**.

If any Heroes fail the individual Agility test, they take **D6 Hits**. If any one Hero in the group fails the **Strength 4+** test, then all Heroes in the Posse takes **D3 Wounds** (no Defense).

13 Burial Chamber of the Dust Pharaohs

Encounter ◆ Environment ◆ Ancient

What appeared to the Posse as a semblance of man-made structures can no longer be reasoned to be anything but. An opening along a cliff side seems to be covered in gold. Inside an enormous cavern of gold, rank-upon-rank of man-sized urns vanish into the dusty distance.

If you decide to look inside the urns, gain **25 XP** and roll D6:

1 **Seepage** - While looking through the urns, one of the urns seems to have been seeping its contents for who knows how long. A random Hero accidentally touches the substance and gets an odd, tingly feeling. That Hero gains a Random Mutation regardless of how much Corruption they currently have and Corruption is not removed because of this.

2-5 **Trinkets and Bobbles** - Most of what you find crumples to dust in your hands, but you come across a few small things that might fetch a good price. Each Hero gains **D3x$25**.

6 **Something Interesting** - a Random Hero **draws a Loot card**!

14 Gruesome Sculptures

Encounter ◆ Active ◆ Cult

Some old blood cult lurked in the cave that can be seen above this mountain path. When they departed (or where driven out), their gruesome rack of skulls and the pylons they built from stacked human thigh bones were left untouched, grim sentinels along either side of the traverse.

Each Hero gains **25 XP** and takes **D6 Horror Hits**. The macabre display has the Posse on edge throughout the entire trip. For the rest of this day and the next, any Attack results from Exploration Tokens become Ambush Attacks instead.

15 Cavern of the Winds

Encounter ◆ Environment ◆ Hazard

Making your way around a particularly difficult ridge, the Posse is forced to go single file, inching along at a slow pace. The way before you opens up to reveal a small cavern where the wind blows with monstrous strength. The opening is too small to enter, so you'll have to go around, but it's going to be treacherous.

Decide on the order of Heroes in the line and, one at a time, each Hero makes an **Agility 4+** test. If a Hero fails this initial test, the Heroes before or after them may attempt an **Agility 4+** test to rescue them, otherwise they fall. If any 1's are rolled on this rescue roll, that Hero also falls and again, the Heroes before and after them may attempt an **Agility 4+** test to rescue them. All Heroes that fall down the ridge take **D6 Wounds** (no Defense). Any Heroes that do not fall gain **20 XP** and recovers **1 Grit**.

16 Stairway to the Sky

Encounter ◆ Active ◆ Ancient ◆ Tech

A mountain with a massive staircase cut into the side leads up towards the tallest peak in this area. There you find what appears to be some sort of weird mechanical device in the center of a raised platform.

Lore 6+

A single Hero may attempt to figure out the inner workings of the device and get it working again. If they are unsuccessful, the mountain shudders around them and the rock staircase the party took up is destroyed in a massive upheaval. The Posse will need to spend 5 MP to climb back down the mountain from the peak.

If the Hero is successful, the rock around the peak shudders and suddenly great mechanical parts spring from all around the Posse. The platform lurches and rises from the peak, held aloft by some alien technology. The Heroes are flying! This platform may transport the Heroes to any hex on the map in a single day (*do not roll for Wilderness Encounters and does not count against movement*), but falls to pieces after the Heroes land.

17 Corrupting Influences

Encounter ◆ Active ◆ Void

Lightning bolts burst against mountain peaks. One bolt strikes directly in front of the Posse, blinding you for a moment, but it leaves something behind. A crackling orb of pure white hovers in front of you, bolts of energy shooting out.

Any Heroes that are carrying Dark Stone, items with a Dark Stone icon, or items with a Dark Stone Upgrade attached take **D3 Horror Hits**. If any Sanity Damage is taken, that Hero gains the 'Fused With Item' Mutation, but must fuse with an item with a Dark Stone Icon or that has a Dark Stone Upgrade. Continue to roll for Corruption on that item.

18 Hunting Lodge

Encounter Active Merchant

You come across a well-built cabin up in a remote part of the mountains, a hunting lodge way up here! The owner has a variety of wares for sale here.

You may buy Purchase Items from here as if you were at a General Store Town Location (*do not roll for Location Events*).

19 Remnants of the Great Worm

Encounter ◆ Environment ◆ Explore

The Posse stumbles across a tunnel out in the middle of nowhere. As you travel down into this cave, you find something you weren't quite expecting...

Roll a D6:

1-2 **Ambush!** - Ambush by a High level threat in the middle of a suitably large Mine Map Tile Room with one exit connected to the Mine Entrance Map Tile.

3-5 **Junk Pile** - Each Hero may attempt a Scavenge roll to see if they find anything of value.

6 **Thriving Tunnel City** - You come across a hidden mining community. Treat this as a Town Visit. Don't roll for Town Set Up, but each Hero may visit any one Town Location they want to. After that, the Heroes are led out of the tunnel city and may never visit again..

20 Local Sightings

Encounter ◆ Active ◆ Explore

A mountain hermit who knows the area passes by and strikes up a conversation with you. He knows the area pretty well and tells you what he can about it.

Select an adjacent hex and flip over an Exploration Token. If you Search that specific hex on this day, draw the face-up Exploration Token. Otherwise draw from the next face-down Exploration Token for any other hexes that you Search this day. Reshuffle all the Exploration Tokens at the end of the day.

PLAINS TERRAIN

Plains include any wide, open hexes without any other visible terrain features.

D20

1 The Organism Trail

Encounter ◆ Environment ◆ Disease

Something you ate awhile ago isn't agreeing so well with your stomach and you ain't defecated correctly in a number of days. Maybe you should get a doctor to fix you up or somethin?

A Random Hero has contracted an intestinal disease and isn't doing so well. You have one week (7 days) to consume 1 Tonic and 1 Herb Side Bag Token. If you do not, then your Hero is **Dead**.

You have died of Dysentery.

2 Bad Beans

Encounter ◆ Environment ◆ Disease

A member of the Posse crumples over in pain, the remains of last night's dinner spilling forth from their mouth. Curiously, nobody else in the group seems to have been affected by the food.

You're stomach is pretty tore up from whatever the hell you was eatin'. Until the end of the next Mission, you can't consume any edible Side Bag Tokens, as you're like to just puke it back up anyways. It'll be hard enough just holding your food down as it is.

3 Ancient Battleground

Encounter Environment Scavenge

Scattered across the terrain are various weapons and ancient bones from some battle fought along these plains long ago.

Each Hero may attempt a **Scavenge** roll.

4 The Dark Hole

Encounter ◆ Environment ◆ Pit

In the midst of your search, you come across a great chasm in the earth, approximately 100 ft in diameter. It doesn't sound as if there's any bottom to this pit, as rocks thrown in never seem to land. As you approach the edge the massive hole and stare into the abyss, you feel as if something is stirring within.

A swarm of HellBats comes flying up from the depths of the pit, blotting out the sun with their massive numbers. They don't attack, instead simply hovering over the group, creating a feeling of dread and despair. Until the start of your next Mission, the group is **unable to Heal any Wounds or Sanity** due to the constant terror imposed by the dreaded swarm.

5 Prairie Fire

Encounter ◆ Environment ◆ Fire

A massive wildfire races across the prairie - a tsunami wave of burning grass turning everything in its path to cinder.

The Posse is pushed 1 hex in a random direction on the overland hex map (use the Random Hex Diagram) and all Move points are used up for the rest of the day as the Posse takes cover from the wildfire.

6 Prairie Ticks

Encounter ◆ Active ◆ Disease

As you travel along, one of your horses suddenly cries out in pain just as something begins to burst out from the horses side. Fist-sized insects begin to swarm out as if they've been eating their way out of the horse's belly.

A Random Hero must use 2 Bandage or 1 Herb Side Bag Token or else their mount will die from the parasitic insects that have chewed open the Mount from the inside-out.

7 Cattle Drive

Encounter ◆ Active ◆ Stranger

A trail boss rides lead in front of a hundred head of cattle. He slows at the sight of the Posse closing in and grabs for his gun, thinking your heavily armed Posse to be cattle rustlers.

Cunning 5+

If successful, then you're able to defuse the situation and continue on your way. However, if any Heroes roll a 1, then things get out of hand over a misunderstanding and shots start flying! The cattle get spooked and there's a stampede, throwing everything into disarray. Each Hero takes **D6 Hits** and for each Wound they suffer roll a D6. On a 1 or 2, that Hero loses a Random Side Bag Token.

8 The Embryo

Encounter ◆ Active ◆ Alien

The plains are scorched bare. No plant life grows in the area, as if a great fire had burned all life to a cinder. As you search around a little more, you find what appears to be an immense blackened crater, at the center of which lies a pulsating mass of flesh, horrible to behold, and very much alive!

The thing launches a brutal psychic attack against the party. Each Hero takes **D6 Horror Hits**, with each undefended Horror Hit inflicting **D3 Sanity Damage**.

Any Hero that does not take any Sanity Damage may attempt an attack against the Embryo to stop it's powerful mental assault, rolling for either a standard Ranged or Melee attack (no free attacks; Defense 2). The Heroes may repeatedly attack the Embryo as many times as they like, however each attempt brings another attack of **D6 Horror Hits** (**D3 Sanity Damage**) each time. When the creature has taken 10 Wounds, it is destroyed and each member of the Posse gains **20 XP** and recovers **1 Grit**.

Otherwise, if the Posse decides not to attack the thing, they may leave, but are moved 1 random hex away (does not count against your overland movement for the day).

9 Cattle Rustlers

Encounter ◆ Active ◆ Stranger

Singing cowpunchers are busy keeping their herd from stampeding. A bull breaks and runs past the Posse. Someone recognizes the brand, or what the brand ought to be if it hadn't been altered. Looks like these are some damn Cattle Rustlers!

If the group raises a ruckus about it, begin an overland battle against a Human Enemy Threat at the Posse's current level. Otherwise if the group chooses to avoid combat, each Hero that does not have the keyword 'Outlaw' takes **D3 Corruption Hits** knowing that they're letting some no-good cattle rustlers off the hook.

10 El Mexicano

Encounter ◆ Active ◆ Stranger

A platoon of Mexican cavalry are riding towards your Posse. You don't know what these hombres would be doing this far north of the border. You reckon that nothing good can possibly come from this encounter.

If any members of the Posse have the keyword 'Outlaw', the Mexican cavalry are here to question them for some prior trouble those "Heroes" were involved in awhile back south of the border.

Outlaw Heroes: Cunning 5+

Any Outlaw Heroes must make this Skill Test to convince the Mexicans to look elsewhere or be forced to pay 25% of all their Gold in bribes to get the Mexican army off their back.

Otherwise, if no Heroes have the keyword 'Outlaw', the platoon passes by without incident.

11 The Hunter

Encounter ◆ Environment

A meadow of flowers that, a few minutes after being disturbed, sends off a puff of black pollen into the air. Looking at it from a distance it looks like a shadow that stood up and then slowly bent back down into the brush. Though you have an uneasy feeling as if you're being watched, nothing seems to come of it.

Nothing eventful happens.

12 The Vaudeville Troupe

Encounter ◆ Active ◆ Merchant

A group a traveling performers hail your Posse and strike up a conversation. They're on their way to the next Town and stop for some gossip and directions, though a small crowd of country folk begin to form up for a performance.

You may perform any actions or buy any Purchase Items from the troupe as if you were at a Saloon (*including Saloon Girl Only options*). Do not roll for Location Events. Limits are still in effect, this counts as a Visit.

13 Hell's Black Tears

Encounter ◆ Environment

Some disgusting, blackish, oily substance is spilling out from the earth and forming a pool. It's likely evil trying to escape out from somewhere deep in the pits of hell. It's best to blow this thing to kingdom come

Each Hero may use a Dynamite Side Bag Token to attempt to seal the seepage. Each Hero that is using Dynamite in this way makes a Range attack and then rolls for damage. If more than 10 points of damage are done, then the tainted substance is sealed up and each Hero gains **15 XP** and recovers **1 Grit**. If any 1's are rolled for the Range attack, then the Dynamite accidentally creates a fissure that extends into the nearest Town's water supply. A **Random Building** in that Town is **Destroyed** from townsfolk driven insane by the fouled water.

14 The Girlish Grin

Encounter ◆ Active ◆ Stranger

The Posse stops to stretch their legs. A little sod house stands a ways off. Standing before the home's entrance, a haggard woman holds the hand of a little girl. The girl's grin chills the toughest of souls. In a voice much older than the small girl that stands before you, the girl demands that you take her on a journey. An uncontrollable urge compels you to oblige...

The girl demands to be taken to a Town out of your way. Each Hero must make a Willpower save at a -1. If all Heroes fail their Willpower save, roll D20 on the Town Chart and the Posse must then begin traveling towards that Town using the most direct route possible (do not roll for Wilderness Encounters as usual). Upon reaching the Town, the girl vanishes and a **Random Building** in Town is **Destroyed**.

Otherwise, if any Heroes succeed against the girl's psychic onslaught, she lets out a horrific scream that burns your mind. Each Hero gains **15 XP** and takes **D6 Sanity Damage** (no Willpower save).

15 Wild Horses

Encounter ◆ Active ◆ Transport

A herd of horses has escaped from some ranch and now run wild & free.

Each Hero may attempt to capture a Horse from this herd.

Agility 6+

If successful, roll a D8:

1-4	Gain a Basic Horse
5-6	Gain either a Cavalry, Fast, or Indian Horse
7	Gain a Spitfire Horse
8	Gain a Mustang

16 The Name of the Wind

Encounter ◆ Environment ◆ Hazard

The wind blows briskly in this area and seems to carry a sad song. You search all about you but cannot find the source of those melancholy words. As you stop to listen again, you begin to make out the mournful ballad of the wind.

Each Hero in the group takes **3 Horror Hits**. For each Sanity Damage that a Hero takes, they are also -1 to all their Willpower rolls until the end of their next Mission.

17 Skipping Buffalo

Encounter ◆ Active ◆ Tribal

Young Indian braves dare each other to jump from buffalo to buffalo. They see you approach and challenge the Posse to a game.

Agility 1–6+

A single Hero may attempt the challenge against the young Indian Braves by making a series of Agility skill tests. The Hero begins with an Agility 1+ test, then an Agility 2+, 3+, 4+, 5+, and 6+ tests until they have completed all of the tests.

If the Hero is able to complete all the tests then they gain **15 XP**. A non-Tribal Hero that successfully completes this gains the keyword 'Kemosabe'.

18 Between a Stampede and a Hard Place

Encounter ◆ Active ◆ Creature

Some Ranchers are bringing their cattle across the plains towards their homestead. As they begin to pass by, an unearthly howl erupts from nearby, the cattle begin to stampede. The monstrous howling draws nearer!

Each Hero may choose to take either **D6 Hits or D6 Horror Hits**. If a Hero suffers any Wounds as a result, roll on the ***Injury Chart***. If a Hero suffers any Sanity Damage, roll on the ***Madness Chart***.

19 The White Buffalo

Encounter ◆ Active ◆ Hope

A White Buffalo can be seen approaching the party from a distance. As it nears, you feel a sense of warmth and friendliness from the great beast that you can't quite place. It seems to be leading the Posse towards something.

If the Posse follows after the White Buffalo, you move D3 hexes in a single random direction (use the Random Hex diagram). The Heroes must spend Move points in order to get to that location within a day or two. If you make it in time, then each Hero gains any 2 Side Bag Tokens of their choice that they could normally buy from any Town Location.

20 Local Survey

Encounter ◆ Active ◆ Explore

A Land Surveyor lets you in on some things he's seen while he's been out here.

Select an adjacent hex and flip over an Exploration Token. If you Search that specific hex on this day, draw the face-up Exploration Token. Otherwise draw from the next face-down Exploration Token for any other hexes that you Search this day. Reshuffle all the Exploration Tokens at the end of the day.

RAILROAD TERRAIN

Railroads may occur over any other terrain and must include a railroad track traveling over them.

D20

1 Great White Buffalo

Encounter ◆ Active ◆ Creature

A great white leviathan of a buffalo snorts and lowers its head towards a passing train it mistakes for another great buffalo.

With a tumultuous crash the Great White Buffalo rams into the train, sending its cars scattering off to the side of the railway. Until the **End of your next Adventure**, all train travel along this section of railway is impossible until the mess can be cleaned up.

2 Racing the Iron Horse

Encounter ◆ Active ◆ Gambling

Someone must've made a bet at a train station, as you can see a locomotive speeding down the track, going neck and neck against an Indian Brave on horseback. The Train Engineer is giving the train all she has and only God knows if man or machine will win out in this race.

Each Hero may place bets on the outcome of this race. Everyone that wants to, secretly bets with a hidden die, even = the Train, odd = the Indian Brave. Then a D6 is rolled and the outcome determined. Each losing bidder pays $25 to every other winning bidder. If the Train won, those winning Heroes also gain a **Bandage or Whiskey Side Bag Token** (choose one), while if the Indian Brave wins, those winning Heroes **Recover 1 Grit**.

3 Indian Attack!

Encounter ◆ Active ◆ Tribal

Smoke billows can be seen up ahead and Indian Braves on horseback throwing torches are riding around. They're destroying the railway where it has gone over sacred Indian territory!

If you decide to stop the Indians from attacking, each Hero takes **D6 Hits** and every non-Tribal Hero loses the keyword 'Kemosabe' if they have it, while every non-Tribal Hero that does not have the keyword 'Kemosabe' gains the keyword 'Paleface'.

If you do not stop the Indians, this section of the railway is permanently **Destroyed**. You may not travel by train down this railway to any towns that would be reached via this section of the railway.

4 Train Robbery!

Encounter ◆ Active ◆ Outlaw

Ahead of you, the Posse spies a passenger train stopped on the tracks, a group on horseback with guns drawn can be seen in front of the train and the engineer is standing beside the engine with hands in the air. It's a Train Robbery!

Each Hero that can makes a Range attack against the train robbers to chase them away. If less than half of the Heroes Hit with their attacks, the train robbers put up a fight and each Hero in the Posse takes (P) **Wounds** with no Defense. In addition, for each 1 that a Hero rolls, that Hero has accidentally shot an innocent bystander and takes **1 Corruption Point** with no save.

5 Phantom Train

Encounter ◆ Active ◆ Horror

The whistle of an oncoming train can be heard rushing down the tracks. Yet the train you can see appears to be some faint apparition, a spectral train of the dead. The train comes to a stop in front of the Posse, an ethereal conductor beckons you to board the train.

The Posse may travel on this Phantom Train if they'd like to any hex on the map, but each Hero takes **D8 Horror Hits** and if they suffer 3 or more Sanity Damage as a result, roll once on the ***Madness Chart***.

6 Dastardly Whiplash

Encounter ◆ Active ◆ Rescue

Some foul fiend has left a fair maiden tied up to a railway line. What deviousness! You have only seconds to act before a speeding locomotive bears down upon this buxom damsel in distress.

Each Hero may attempt to free the tied-up maiden, however, only one Hero may be successful. Each Hero that is attempting makes an **Agility 3+** test and counts the number of their successes. All Heroes that are tied for number of successes are disqualified. The player with the most successes that isn't disqualified (not tied and must have 1 or more successes), has rescued the fair maiden. If no one is successful, the fair maiden is cut in twain and all Heroes take **D3 Corruption Hits** (no Willpower save). Whoever saves the maiden recovers **1 Grit** and may **Heal D6 Wounds/Sanity** (any mix) at the end of the day.

7 Kraken of the Rails

Encounter ◆ Active ◆ Void

A horde of Tentacles have sprang forth from the ground and are literally holding up a small train off the tracks!

Each Hero makes an Attack (Melee or Ranged). If collectively the Heroes are able to do at least 2 x # of Heroes worth of Damage (ex. three Heroes need to do at least 6 Wounds), then they have freed the train from the tentacles before serious damage is done. If successful, the Heroes each gain a reward of **D6x$25**. If failed, then the train along with a huge section of the railway is **Destroyed**. Until the end of your next Adventure, you may not travel by train down this railway to any towns that would be reached via this section of the railway.

8 Chained to the Rails

Encounter ◆ Active ◆ Rescue

Some hooligans have chained a farmer's cow to the tracks. The farmer is busy trying to free the animal from the tracks, but a speeding locomotive is on a collision course with both man and cow unless you can act fast!

Without discussing their choice, each Hero secretly chooses a direction to pull the cow off the tracks using a hidden die, (even = right, odd = left). Everyone reveals their choice at the same time. Whichever group wins, the cow is pulled in their direction off the tracks and each Hero on that side gains **20 XP**. Whichever Heroes were on the other side barely escape the oncoming train and take (P) **Wounds** for their effort.
If tied, then the cow is torn apart by the train and the Heroes collectively lose (P) **x$50** paying back the farmer for his lost cow (each Hero loses $50 if a decision cannot be reached).

9 Derailment

Encounter ◆ Environment ◆ Dark Stone

A freight train has derailed off the tracks, spilling its contents all over the area. A load of Dark Stone that was being transported also spilled out, drawing out some things that were best kept in the shadows...

Each Hero may make a Scavenge roll to grab some Dark Stone for themselves. For each roll of 5 or 6, gain 1 Dark Stone without ill effect. On a roll of 2, 3, 4 a Hero gains 1 Dark Stone, but also gains **1 Corruption Point** with no save.

If any Heroes roll a 1, **Ambush - Draw a High Threat card**.

10 Casey Jones

Encounter ◆ Active ◆ Rescue

The train engineer has passed out over the side of the railing. The Posse can see from where they're at that the train is out of control. There's not much time to act!

Luck 6+ or Agility 5+

If successful, then each Hero gains **20 XP** and the train is brought to a stop without incident. If no Heroes are successful, then the train is only brought to a stop when it crashes into the nearest Town. **1 Random Building** in that Town is **Destroyed**.

11 Bone Train

Encounter ◆ Environment

A Bone train is currently stopped in the middle of the tracks for repairs. Workers are busy collecting buffalo bones and packing them back into the train.

Nothing eventful happens.

12 Craps

Encounter ◆ Active ◆ Gambling

Beside the tracks are some vagrants, pulled up around some barrels playing Craps. They offer to let you roll some dice if you don't mind losing the shirt off your backs.

Each Hero may gamble if they want and places a bet of $50 or $100, roll 2D6. A 7 or 11 automatically wins the game for the Hero, while 2, 3, or double-sixes automatically fails. Any other result becomes the target number and the Hero will roll 2D6 again. The Hero must hit the target number, but if they roll a 7 this time, they fail. Any Hero that is successful gains twice whatever amount they originally bet. Any Hero that fails instead loses twice their initial bet.

13 Train Hopping

Encounter ◆ Active ◆ Transport

The Posse comes across a train that has stopped along the tracks for some minor repairs. The engineer and the conductor appear to be busy and aren't paying attention to their cars, if you were quick about it you could hop a ride to the next town!

Agility 4+

If the group is successful, then the Posse is immediately transported to any one Town on the Rail Line. Any Hero that is unsuccessful takes **D6 Wounds** with no Defense getting injured in the process of boarding the train.

14 Foreign Aid

Encounter ◆ Environment ◆ Ancient

Before you is a group of foreign railway workers repairing a section of the track. None seem to speak any English, but they're motioning to you to come see something they've discovered just down the track. The workers have uncovered an ancient tablet with series of alien glyphs carved into it.

Lore 6+

If successful, gain **25 XP** and all Heroes may draw a **Loot card** as the inscription gives instructions to open a hidden cache over the next hill.
If failed, you mis something and the Heroes fail to disarm the booby trap that blows up the Loot and does (P) **Wounds** to all Heroes, ignoring Defense.

15 Hear that Train a Comin'

Encounter ◆ Active ◆ Outlaw

A fancy passenger train is lazily making its way down the track towards you. You bet there's rich folk eatin' in a fancy dining car, drinking coffee and smoking big cigars. It's a wonder people like that still live and play in a place like Brimstone.

If there are no Heroes with the keyword 'Law' in the Posse and at least one 'Outlaw' Hero, you may attempt a Train Hold Up.

Each Hero may attempt an **Agility 4+** test. For each 4+ rolled, that Hero gains **D3x$50**. If any 1's are rolled, there is a confrontation and that hero takes **D6 Hits**. If more than half the Posse fails this roll, then something gets mucked up, some people die, and each takes **D6 Corruption Hits** at the needless slaughter of those innocents.

16 Prisoner Escape

Encounter ◆ Active ◆ Outlaw

A passenger train is passing by the Posse when suddenly, gunfire is heard from one of the train cars. Glass explodes and a man jumps from out of the train car with shackles hanging from his hands. A Lawman leaking blood stumbles out of train attempting a pursuit after him, but he's in no shape to continue.

The Posse may either Heal the Lawman, while the Prisoner escapes, catch the Prisoner while the Lawman bleeds to death, or attempt both.

To Heal the Lawman:

Lore 4+

If successful, all Heroes gain **20 XP** for helping out the Lawman. If failed, then all Heroes take **D3 Corruption points** with no Willpower save.

To Catch the Prisoner:

Agility 4+

If successful, all Heroes gain **$100** from the Prisoner's bounty. If failed, then all Heroes take **D3 Corruption Points** with no Willpower save.

To Attempt Both:

Lore 6+ & Agility 6+

[only two different Heroes may attempt this option]:
If successful, all Heroes gain **30 XP** and **$150**. If failed, then all Heroes take (P) **Corruption Points** with no Willpower save.

17 Hot Rails to Hell

Encounter ◆ Active ◆ Hell

A fiery train comes screaming down the track, fire and brimstone spewing forth from its chimney. The souls of the damned seem to be powering this "Hell Train" in place of coal, their anguished cries can be heard for miles and miles around.

Each Hero takes (P)(P) **Horror Hits** at the sight and sound of the Hell Train passing by! Pray that you never find yourselves aboard that cursed locomotive, on its way to deliver it's load of sinners to Heck.

18 Energy Surge

Encounter ◆ Environment ◆ Void

This rail line has become imbued with some strange energies that crackle and spark. Any living thing that goes near it is struck by a powerful energy streak!

Until the end of the next Adventure, every time the Posse enters a hex on this section of railway (all railway hexes connecting two towns together) then all Heroes in the Posse immediately take **D6 Wounds** with no Defense from being struck by the powerful energies permeating the railroad tracks.

19 Explosion!

Encounter ◆ Environment ◆ Transport

You walk along the train tracks, keeping an eye out for anything out of the ordinary. All of a sudden, just behind where the Posse was just walking, the railway explodes! Maybe somebody has it in for you guys...

This section of the railway has been **Destroyed**. Until the end of yoyr next Adventure, you may not travel by train down this railway to any Towns that would be reached via this section of the railway.

20 Local Report

Encounter ◆ Active ◆ Explore

A Rail Inspector is walking up the line and stops to chat with your group. He's spent some time in the area and saw something no more than a day ago that he thinks you need to watch out for.

Select an adjacent hex and flip over an Exploration Token. If you Search that specific hex on this day, draw the face-up Exploration Token. Otherwise draw from the next face-down Exploration Token for any other hexes that you Search this day. Reshuffle all the Exploration Tokens at the end of the day.

RIVER TERRAIN

Rivers are any hexes that include flowing water or any lakes, streams, or any other bodies of water

D20

1 Raging River Rescue

Encounter ◆ Hazard ◆ Water

As you ride beside the river, you see someone clinging for dear life onto a branch as they go speeding past the Posse downstream. You only have seconds to act!

Agility 4+ & Strength 5+

If successful, then the poor stranger is pulled up from the river and thanks you profusely. Whomever successfully pulls the stranger up gains **D6x$25** and **recovers 1 Grit**. If no one rescues the stranger, then each Hero takes **D3 Corruption Hits**.

If a Hero fails and rolls any 1s in the process, then they get caught up in the river themselves and will need to be rescued by another Hero who will need to make the same roll (the same condition applies to all Heroes who attempt this). Heroes may either attempt to rescue the stranger or another Hero, but not both.

Those that aren't rescued will be carried away by the current for a few miles before you're able to clamber to safety. Any who are not rescued take **D6 Hits**, lose **D3 Random Side Bag Tokens**, and roll a D6. On a 1, a Random Gear or Artifact must also be discarded.

2 River Passage

Encounter ◆ Environment ◆ Transport

A small ferry travels the river up and downstream. If you want to, you can call to the owner of the boat to book passage.

For $15 a passenger (Hero or their mounts), you may travel to any hex along this river. Travel takes 1 day no matter the distance and you do not roll for Wilderness Encounters.

3 The River Serpent Lurks

Encounter ◆ Active ◆ Creature

Something is moving beneath the water, every so often you catch sight of a scaled form just breaking the surface. There's a palpable sense of dread in the Posse when you think about what might happen if you were to try to cross that river.

If the Posse crosses this river at any point during this day or the next, you will be attacked by a savage river monster, it's hunger for flesh and Dark Stone brought alive by your passing! Each Hero will take **P Hits** and rolls a D6. On a 1, that Hero has lost their Horse or Cart Transport. Otherwise, if the Posse does not cross the river, nothing happens.

4 Down to the River to Pray

Encounter ◆ Active ◆ Holy

A group of singing church-goers is on their way to the river for some baptisms. They invite your Posse to walk with them to the river and join in their fellowship.

Each Hero may have a 'Conversion' performed on them for free. This is the exact same as the Service of the same name that can be purchased at a Church Town Location.

5 Row Row Row your Boat

Encounter ◆ Water ◆ Transport

The Posse comes across an old boat run aground. The boat still seems to be in good shape, you could take it for a quick jaunt down the river if you wanted to.

The Posse may travel in this boat to any hex along the river for a cost of **1 Move point**. After that, the boat springs a leak and is no longer able to be used.

6 Gold Panning

Encounter ◆ Active ◆ Stranger

As you search along the banks of this river, you come across a grizzled, old Prospector, panning for gold. Just as you pass by he jumps up in exclamation, he's struck it rich! He dances about wildly, but then slows when he notices your Posse draw near. The Prospector has suddenly grown suspicious of your Posse.

Cunning 5+

If you pass this test, the Prospector gives the Posse **D6x$50** to buy your silence about the location of the gold deposit. If failed, the Prospector whips out his pickaxe and chases you varmints away for trespassin' on his property! Each Hero takes **D3 Hits** and the Posse is pushed out of this hex into a random adjacent hex (use the random hex diagram), this does not count against Movement for the day.

7 Ruins of the Old World

Encounter ◆ Environment ◆ Ancient

The bridge crossing this part of the river is an elaborate stone affair, with some complex artistic reliefs carved into the arched sides and supports.

Lore 5+

For each 5+ that a Hero rolls, they gain **20 XP**. If the Posse collectively rolls more successes than there are Heroes in the group, they discover a puzzle worked into the artistic reliefs on the bridge.

Cunning 4+, then Agility 4+

The first Hero to complete both tests draws a Loot card. To determine who may take the tests first, roll a D6 and add it to their Initiative, highest number goes first. Each Hero may only attempt these tests once.

8 Lost in the Fog

Encounter ◆ Environment ◆ Lost

A thick fog has enveloped the area, obscuring your vision. You can barely see five feet in front of you and you end up getting lost.

Roll D3. The Posse moves that many hexes in random directions. For each hex moved, roll a D6 and consult the Random Hex Diagram for which direction to move. Ignore Terrain movement costs when moving the Posse in this way.

9 Nightmare Ram

Encounter ◆ Active ◆ Creature

Before you stands a weird half-goat, half-man beast, a Nightmare Ram! The beast carries a lantern and stares intently at you with cruel eyes as it guards what looks to be a riverside garden of some sort.

The weird beast charges at the party, out of fear or malice you cannot say. Each Hero in the party takes **P Hits** and the thing wades out into the river and escapes.

If nobody in the party takes any Wounds from the assault, the Nightmare Ram also drops his intricate Lantern, carved of bone! This Lantern can be used to make separate *Hold Back the Darkness* rolls (make two sets of rolls, only move the Darkness marker if both rolls fail). This Lantern will last until the end of your next Mission, at which point it crumbles apart.

10 Deputies & Desperados

Encounter ◆ Active ◆ Stranger

A group of lawmen and some outlaws have gotten themselves into a shootout, the outlaws seem to have the upper-hand as the lawmen are pinned down and can't retreat with the river at their backs.

You may choose to help either the Outlaws or the Lawmen. If you assist the Lawmen, the Outlaws are killed and each Hero in the Posse gains **50 XP**. If you assist the Outlaws, the Lawmen are killed and each Hero in the Posse gains **D3x$50**. If there are any Heroes with the keyword 'Law' in the Posse, you must help the Lawmen.

11 The Ferryman

Encounter ◆ Active ◆ Strange ◆ Stranger

You see a figure clad in a dark cloak atop a ferry, their face obscured from view. The figure stretches out a bony hand, as if waiting for payment. In a gravelly voice the figure makes the Heroes an offer to forestall their own demise.

Any Heroes may pay the Ferryman with Dark Stone to gain 1 personal Revive Token. This Revive Token may only be used by the Hero that paid the toll and may not be transferred to any other Heroes. Each Hero may only buy one Revive Token.

12 Men of Stone and Sorrow

Encounter ◆ Active ◆ Disease

You stop by the river to get yourself a drink, as you bend down and cup your hands for some water, you see something strange. At first it appears to be a statue beneath the water, but it begins to swim towards you at a rapid pace. A stone figure reaches through the water at you and is trying to pull you under!

Agility 4+

If the Hero successfully dodges the attack, they gain **25 XP**.

If failed, this Hero is dragged into the water and becomes infected with 'Greyscale', an illness that slowly turns a Hero to living stone! Each week (7 days) after becoming infected, you get -1 to Initiative, +1 to your Defense rolls, and roll once on the *Madness Chart*. After 4 full weeks, the Hero will die and their body permanently changes into a statue. The only cure for Greyscale is to be bitten by a Void Enemy. After receiving 1 Wound from a Void Enemy, the effects of the disease are removed at the end of the Mission (or next Mission if not currently on one).

13 Flash Flood!

Encounter ◆ Active ◆ Water

Dangerous flash flooding upriver has surprised your group. The rush for high ground is on and it's everyone for themselves!

Agility 4+

Any Heroes that fail lose a Random Gear item from their inventory. Each Hero may make a Combat roll (deals no damage) to swap one of their die results with another Hero's (each Hero may swap once).

14 Deep Hatreds

Encounter ◆ Active ◆ Jargono ◆ Creature

A tribe of Serpent men have taken up residence on this part of the river. Though their features appear misshapen and horrible to behold, they're not immediately attacking you. They seem to have the same level of disgust and trepidation towards you as you do of them.

Each Hero takes **D3 Horror Hits**. If anybody takes any Sanity damage from their initial scare, a fight breaks out and each Hero takes **D6 Hits**.

If nobody in the Posse takes any Sanity damage from this, they see past the serpent mens' frightening exterior and begin a dialogue with them. Heroes may buy Purchase Items from these Serpent men as if they were at a Jargono Swamp Village (see Klutz's Jargono Swamp Village on BoardGameGeek.com for more info).

15 High Waters

Encounter ◆ Environment ◆ Hazard ◆ Water

Heavy rains have raised the waters higher than normal and the entire area has become flooded. Crossing the river will be impossible.

The Posse immediately moves 1 hex away from any River terrain (does not cost movement). For the rest of the day, you are unable to move onto any hexes with River terrain.

16 Floating Body

Encounter ◆ Environment ◆ Death

A corpse, bloated and rotting floats along the river. The body appears to be quite old and from where you are there's no way to tell the cause of death.

If the Posse decides to pull the body ashore, roll a D6:

1–2	**Hungry Dead** - As you pull the body up, it comes alive and begins to attack the Posse. A Random Hero takes **D6 Wounds** before you're able to kill the foul thing.
3–5	**A few coins** - You rifle through the corpse's pockets and a random Hero finds **D3x$10**. Take **D3 Corruption Hits** for looting the dead.
6	**Something** - Whether the fellah died for it or not, you can't tell, but a Random Hero finds something. Draw a Loot card. They also take **D3 Corruption Hits** for looting a corpse.

17 Crossing Troops

Encounter ◆ Environment ◆ Movement

An army of soldiers have erected a series of temporary bridges in this area to bring horses and equipment across the river.

For the next day, the Posse may cross this river as if it were Easy terrain. After today, the temporary bridges will be taken down and travel across the river will be treated as Tough terrain as normal.

18 Ragged Story Teller

Encounter ◆ Active ◆ Stranger

Sitting beside the river, an elderly woman dressed in patched gypsy clothing is washing some clothing, singing a song in a language you can only guess is European. Nearby you see an immaculately painted vardo and a horse grazing. The woman beckons you over and without introducing herself begins a story.

The woman weaves a tale of death & destruction, of tragic heroes & loves lost, of monsters slain and wrongs righted. When she has finished her story, she turns to a Random Hero and says that the tale she has just told, was their own future. That Hero gains a personal Revive Token. That Token may only be used by them and not transfered to any other Heroes.

19 Strange Ice

Encounter ◆ Environment

Inexplicably, the surface of the river here has frozen over, though the temperature certainly doesn't warrant that behavior.

For the next day, the Posse may cross over any river hexes as if they were Easy terrain, however, roll a D6 anytime you cross over the river. On a 1, the ice breaks and each Hero suffers **D6 Hits** from falling into the river. Roll an additional D6, on a 1, that Heroes' Horse is lost.

20 Local Gossip

Encounter ◆ Active ◆ Explore

A local farmer is collecting some water from the river. She stops to talk to you for a bit and reveals some interesting details about the area.

Select an adjacent hex and flip over an Exploration Token. If you Search that specific hex on this day, draw the face-up Exploration Token. Otherwise draw from the next face-down Exploration Token for any other hexes that you Search this day. Reshuffle all the Exploration Tokens at the end of the day.

ROAD TERRAIN

Road terrain must include a Road going over any other kind of terrain.

D20

01 Medical Attention

Encounter • Active • Merchant

A Doctor on his way to cover his rounds for folks out in the wilderness, slowly rides towards the Posse, his journey taking him in the opposite direction. He notices the state of the group and asks if there's anything he can do to help.

You may pay for Medical Attention actions from this Doctor as if you were at a Doc's Office (*do not roll for Location Events*).

02 Torrential Rains

Encounter • Active • Movement

The blowing sheets of rain wet your bones through and through. This freak storm came out of nowhere, but it's been unrelenting and there doesn't seem to be any cover that the Posse can see. The road is becoming flooded and you don't think you'll be able to travel very easily while this downpour continues.

For the rest of the day, treat all Roads and Railroad tracks as Tough terrain instead of Easy Terrain.

03 The Settlers

Encounter • Active • Settlement

The Posse comes across a small wagon train looking to make a settlement. Having heard rumors about free land for anyone that will settle it, they have packed up all their belongings and starting a new life on the frontier.

The Settlers ask you for an escort. If the Posse travels with them, at a pace of 4 MP per day to one of the edges of the map, each Hero gains 20 XP and $50.

04 Circle the Wagons

Encounter Active Tribal

The Posse barely manages to take up defensive positions within a circle of homesteading wagons after coming across a pack of Stranglers. The homesteaders here have been massacred, but you don't seem to be alone. A group of Indian Braves have also ended up here and are helping to hold back the fiends.

Strength 5+ or Agility 5+

For each 6 rolled, an Indian Brave is spared. If successful, then the Posse and the Indians have managed to hold back the Stranglers until help arrives and drive the Stranglers off, each Hero gains 30 XP.

If at least 3+ Indian Braves are spared, then these Indians recount your bravery in the face of overwhelming numbers and each Hero that doesn't have the keyword 'Tribal' or 'Paleface' gains the keyword 'Kemosabe'. If a Hero has the keyword 'Paleface', then they lose that keyword instead.

If the Posse fails, then each Hero takes D8 Wounds before they're able to escape, leaving the Indian Braves to their deaths. Each Hero that does not have the keyword 'Tribal' or 'Kemosabe' gains the keyword 'Paleface'. If a Hero has the keyword 'Kemosabe', then they lose that keyword instead.

05 Well Worn Wheel

Encounter • Active • Stranger

A stage coach has thrown a wheel and one of the passengers has suffered a severe wound to the head, if the Posse can lend aid they will be most appreciative.

Any Heroes that wants to may give up a Bandage or any other Wound-Healing Side Bag Tokens, then chooses from the following rewards: $50, a Whiskey Side Bag Token, or recover 1 Grit. Each Hero may only donate a single Side Bag Token for a reward. If nobody donates anything, each Hero in the Posse takes D3 Corruption Hits.

06 Pony Express Plea

Encounter • Active • Deliver

The Posse come upon a Pony Express rider whose swollen leg is corrupt with gangrene. The tip of a broken arrow can be seen. He asks that the Posse deliver the mail that he carries in his place.

Roll on the *Town Chart*. If the Posse travels to that Town and delivers the mail within 3 days, each Hero in the Posse gains 20 XP and $50 each.

07 Stage Coach Mystery

Encounter • Active • Blood

Bloodied bodies hang from the windows and drape the stage coach reigns. The horses are exhausted with fright and come to a halt in front of the Posse. Something doesn't seem right about the situation.

Cunning 5+

Each Hero that passes this test uncovers the mystery and immediately takes D8 Horror Hits at the sudden realization of what happened on that stage coach. Any Hero that rolls a 1, also rolls on the *Madness Chart* and gains a Madness. The details of the stage coach mystery are so horrific as to be beyond human understanding, let alone the written word.

08 Bleeding Justice

Encounter • Stranger

A US Marshal, tired and dusty, is approaching from the opposite direction. He has a gunshot wound and is demanding help from you in the name of the US Government.

Stop all movement for the day. If there are any 'Law' Heroes in the group, the Posse must collectively give up 3 Bandages or other Wound-Healing Side Bag Tokens to Heal the US Marshal. Otherwise, it is optional.

If they don't have enough or don't give, then Heroes with the keyword 'Law' each take D6 Corruption Points, ignoring Willpower, as they watch him die. All other Heroes without the keyword 'Law' or 'Outlaw' instead take D3 Corruption Points with no Willpower save. 'Outlaw' Heroes are unaffected (but must still give up Side Bag Tokens if 'Law' Heroes are present).

If the US Marshal is Healed, then each Hero that participated gains 20 XP and recovers 1 Grit for helping to nurse him back to health.

09 Highwaymen

Encounter • Fight

The man bows with an exaggerated sweep. His ragged dirty gang members only scowl. He kindly asks that you relieve yourself of material burdens, for others have greater need of it, and they won't be much use to you if you were to die.

Ambush - Roll for a Human Threat at the Posse's level.

10 Nerves on Edge

Encounter • Active • Stranger

A stage coach flanked by well-armed men all around it proceeds cautiously down the road. The men seem to be expecting trouble and one wrong move could provoke an altercation, especially with how heavily armed your group is.

All the players gather in a circle looking at each other. In unison, all players count from 1 to 30. The first player to blink during this time has caused some sort of misunderstanding. Their Hero gets shot and immediately takes Wounds, all other Heroes take Hits in the resulting shootout. All Heroes gain 10 XP. If the players all manage to make it without blinking, then the stage coach passes by without incident and all Heroes instead gain 20 XP.

11 Rambling Whispers

Encounter ◆ Stranger

A man dressed in a bloody coat meanders past you on the road, mumbling under his breath. You watch as he stumbles past and seems to disappear into the air. What did you just see?

Nothing eventful happens.

12 Circuit Preacher

Encounter ◆ Stranger ◆ Holy

A one horse buggy pulls along side the Posse, and a black clad preacher asks if he might accompany you until the next town. He has heard rumors that a town is without a Preacher and he seeks to bring them the Word.

Until you enter the next Town, the Preacher counts as a member of the Posse with the keyword 'Holy'. The Preacher will also grant 1 Random Hero a temporary **Aura of Endurance** during any overland Fights that occur while travels with you. This Aura only lasts the duration of the Fight and the Preacher himself does no participate in Fights.

13 Black Blessings

Encounter ◆ Environment ◆ Void

At this crossroads, a statue of eerie and unsettling aspect has been erected. It resembles a robed death, a bent crone, and some kind of snaky tentacle creature, all rolled into one hunched form. Someone has left for this strange waygod an offering of a raw haunch of deer, dry and odorous and pecked by birds but new enough to be untouched by wolves or other creatures.

Any Heroes may give up Side Bag Tokens as an offering to the statue, then roll 2D6 once on the table. For each additional Token offered beyond the first, add +1 to the roll. Otherwise, nothing happens if no offering is made.

2D6	Effect
1-4	The hunched form was apparently angered by your meager gift as leeches begin to rain from the sky all around you. Each Hero suffers **Wounds**, ignoring Defense, and each Hero rolls a D6, on a 1 or 2, that Hero's horse has been bled to death by the leeches.
5-10	The curious figure takes no notice of your meager offering. Consider his apathy to be a blessing.
11-12+	The strange waygod appears to have been most pleased by your offering. Each Hero that contributed something may choose to have any one Mutation, Madness or Injury permanently **Healed**.

14 Where the Deer and the Antelope Play

Encounter ◆ Active ◆ Camp

A cadre of cowboys are gathered around a makeshift camp, resting, talking, playing songs, and they invite you to sit awhile with them and pass the time. The sight of so many friendly faces almost makes you forget about the trials and tribulations you've seen out on the road.

Stop all movement for the day as you settle in with the cowboys. Each Hero may choose one activity to perform and rolls a Skill Test:

- Sing a song: **Spirit**
- Tell a Story: **Lore**
- Play a Game of Cards: **Luck**
- Drink some Whiskey: **Strength**
- Tell some off-color Jokes: **Cunning**
- Play the Knife game: **Agility**

For each 6 rolled, gain **20 XP**. For each 1 rolled, take **1 Hit** (D3 Damage) as either your chosen activity takes a turn for the worst or somebody takes offense and gives you a punch in the face.

15 Godforsaken Efficiency

Encounter ◆ Active ◆ Blood

The road here is lined with rows of burned out houses, with corpses stacked high. Their spines have been broken and they've been stacked neatly.

Each Hero takes **Horror Hits** as you recoil at the terrible efficiency of the scene around you. Something went through alot of trouble to horribly mutilate these corpses, yet neatly stack them along the roadside.

16 Dust on the Horizon

Encounter ◆ Environment ◆ Strange

Something off in the distance is approaching the Posse at a tremendous speed, so much so that it's kicking up a storm of dust all around it.

Agility 6+

Any Hero that fails gains **10 XP** and is thrown from their horse and suffers **Wounds** with no defense and rolls a D6. On a result of 1 or 2, their Transport item is Killed or Destroyed by the speeding thing. Those that succeed at their Agility test gain **20 XP**, but otherwise suffer no ill effects apart from a newfound healthy paranoia of high-speed objects.

17 Charming Figure

Encounter ◆ Stranger ◆ Charm

A masked figure is riding hell-bent for leather towards you. As they come to a stop in front of you, they take off their bandanna to reveal an attractive face. One of the Heroes catches their eye and they ride up next to them, their lusty intentions made blatantly obvious with their flirtations.

The Hero with the highest Initiative is approached by this ravishing Rider (choose one at random if tied for highest). For each Corruption Point on the Hero, they must make a Willpower save. If more than half of their saves are successful, or they have no Corruption, they resist the Rider's charms and the Rider simply leaves with a kiss. Otherwise, if not, the Rider leaves with a kiss... and **D3x$50** that they picked from your pocket while you were distracted!

18 One Last Drink

Encounter ◆ Active ◆ Stranger

A bruised and bleeding man is reaching for a bottle of some greenish, glowing liquid, but he can't quite reach it and doesn't have the strength to get to it. He whispers some desperate, unintelligible words to you, asking for a drink.

A Random Hero may decide to assist the dying man to take a drink of the greenish liquid before he dies. If the Hero decides not to help him drink the liquid, the man collapses and dies with his last dying wish unfulfilled. That Hero takes **D3 Corruption Hits** for denying a man his last wish. If the Hero helps him, the man drinks and then mutates into some bizarre gooey substance and slinks away, leaving **$100**, but each Hero takes **D6 Horror Hits** at the sight of all this.

19 Opium Dreams

Encounter ◆ Stranger

A group of caravan traders has stopped by the side of the road. They nod politely as you approach, sitting in a circle and smoking a hookah.

Those Heroes that want to may stop and smoke with the caravaners. Each Hero that smokes up rolls a D6, If the number rolled is less than the total number of Madnesses that a Hero has, they may remove one of those Madnesses. Otherwise if it is equal to or greater than the number of Madnesses they currently have, roll on the ***Madness Chart*** instead.

20 Local Update

Encounter ◆ Active ◆ Explore

A cavalry officer and some troops are returning from a sortie with a pack of Void things. They saw something else and tell you what you can expect to find.

Select an adjacent hex and flip over an Exploration Token. If you Search that specific hex on this day, draw the face-up Exploration Token. Otherwise draw from the next face-down Exploration Token for any other hexes that you Search this day. Reshuffle all the Exploration Tokens at the end of the day.

SWAMP TERRAIN

Swamp terrain includes any obvious swamp hexes or hexes found on Jargono.

D20

01 Ghost Lights

Encounter ◆ Active ◆ Ghost

Off in the distance you spy a group of floating lights. Many a man has lost his life to the deceptive guidance of these dancing lights.

Until you leave this swamp, all of your Overland Movement is random (roll on the Random Hex Diagram each time you move while on any Swamp hexes) until you leave this swamp area.

02 Black Wings

Encounter ◆ Active ◆ Creature

A swarm of BogBats native to Jargono suddenly catches sight of the Posse and swoops down on your position!

Each Hero must roll a D6 for every Dark Stone they are carrying (including Items with a Dark Stone Icon and Items with Dark Stone Upgrades on them). On a roll of 1 or 2, that Item is snatched away from them by a BogBat (discarded).

03 Biting Flies

Encounter ◆ Active ◆ Swarm

Raised welts cover every inch of your exposed skin. The bites from these dang flies burn and make your skin feel aflame. You can barely concentrate from the itching.

In the next Overland battle that the Heroes have in the swamps, they are -1 to one of their highest Defense rolls each turn.

04 Deluge of the Necrotoads

Encounter ◆ Active ◆ Creature

A mysterious rain of flesh-eating amphibians that live for a few minutes as they try to devour any living thing they come in contact with.

Any Heroes that do NOT have any Hat or Coat Gear take **D6 Wounds**, ignoring Defense, as the rain of slimy Necrotoads falls all about them and then dies. Movement out of this hex will cost 1 extra Move point as the squishy things will make the going a bit rougher for a few miles until the Posse can get clear of the darn things.

05 Sorrow

Encounter ◆ Active ◆ Stranger

You come across a small community of Mutants living in this swampland. They've retreated from the communities of "normal" men out of fear of persecution and look at you with guarded eyes.

Spirit 6+ or Cunning 6+

If any Heroes are successful the group may stop and rest for a day with the Mutant enclave (otherwise, no effect). Each Hero may roll a D6 to see if a single Injury is healed by a Mutant Healer with miraculous powers. On a 1 or 2, the Injury is becomes permanent instead. On a 3 or 4, the Injury is not healed and the Hero gains a random Mutation. On a 5 or 6, the Injury is Healed.

06 Poison Arrows

Encounter ◆ Active ◆ Poison

In the middle of your search through these humid, disgusting swamps, arrows are unleashed by invisible assailants! The tiny arrows seem to be tipped with some foul dark brown substance: poison!

Agility 5+

If successful, gain **20 XP** and you are unharmed. If failed, you have become Poisoned! Gain **D6 Poison markers**. For each of these Poison markers that you have, roll a D6 at the start of each day. On a 1, 2, or 3, take **2 Wounds**, ignoring Defense. On a 6, you may discard a Poison marker.

07 The Witch's Hovel

Encounter ◆ Stranger

An old hag of a woman, white haired, wrinkled face, and a mean look in her eye, stands hunched over in the middle of the swamp. She stares intently at the group as they travel through the swamp, her look seeming to curse the very ground you walk upon.

Cunning 5+

If successful, gain **5 XP** for each 5+ rolled as you're able to engage the old hag in a battle of wits and confound her with riddles. Any Hero that fails the test takes **D6 Horror Hits**. Then...

Spirit 5+

If failed, the Witch has cursed you. Roll once on the ***Madness Chart***.

08 Sinking Temple

Encounter ◆ Environment ◆ Mission

The brambles open upon a stone pathway of half-sunken stones. A most welcome relief for the Posse from the constant sucking of the swamp. Whatever stone structure the party walks upon is enormous. The mossy staircase takes them above the canopy exposing a vista that covers many miles.

The Posse may immediately begin a ***Temple of Dread*** Mission [Jargono:6]. The difficulty of this Mission is one level higher than the Posse level, but the reward for this Mission is **x$100** instead in addition to rolling D6 on the Reward Chart. Failure to complete this Mission also results in the Posse drawing ***D3 Growing Dread*** cards that will be applied at the beginning of the next Mission!

Otherwise, if the Posse doesn't enter, nothing eventful happens.

09 The Smithie

Encounter ◆ Active ◆ Merchant

On a small island in the middle of the swamp sits a hut. You see sparks flying around on the far side of the hut. As you walk around the outside of the dwelling, you catch sight of a giant of man wearing a leather apron. He pounds tirelessly away at an anvil, each blow exploding in a blast of red hot sparks.

You may buy Purchase Items from here as if you were at a Blacksmith (*do not roll for Location Events*).

10 Black Spears

Encounter ◆ Environment

Off on the horizon is a dark, almost purple, storm cloud. Lightning strikes the ground a few miles away, but otherwise, it's just another day in the swamp.

Nothing eventful happens.

11 Hunting Jaguar

Encounter ◆ Active ◆ Creature

Every now and then you catch sight of a pair of glowing jade eyes on the prowl. They remain off in the shadows and disappear anytime you try to investigate, but always they appear again... waiting... following... hunting.

Cunning 4+

Each Hero that is successful gains **15 XP**, you have outsmarted the Jaguar. Each Hero that is unsuccessful takes either **D8 Wounds** with no Defense, or rolls once on the ***Injury Chart*** (must choose before rolling for Damage).

12 A Knot of Toads

Encounter ◆ Active ◆ Swarm ◆ Poison

A knot of giant toads sits before you, just as ugly when they're big as they would be small and normal. The heads on these toads though, appear to be misshapen, almost human-like in their appearance. Before you can react, they begin to swarm around you!

Agility 6+ or Luck 5+

If successful, gain **15 XP** and you are unharmed. If failed, you have become Poisoned! Gain **D8 Poison markers**. For each of these Poison markers that you have, roll a D6 at the start of each day. On a 1, 2, or 3, take **1 Wound**, ignoring Defense. On a 6, you may discard a Poison marker.

13 A Supposed Voodoo Meeting

Encounter ◆ Active ◆ Cult

As you make your way slowly through the muck and the mire, you see ahead of you a fountain of flame rising from a small island in the swamp. About it dances a group of what appear to be children at first, but upon closer inspection seem to be small, dwarven humanoids.

Spirit 5+

Each Hero that is successful gains **25 XP**. For each Hero that fails this test, they instead add a ***Growing Dread*** card to the stack. This stack will apply to the next Mission the Posse begins.

14 Hallucinogenic Spores

Encounter ◆ Environment ◆ Poison

Puffs of little clouds are released from the tops of iridescent mushrooms. Their pungence clogs the lungs, and clots the mind with hallucinations.

For the rest of the time the Posse is in this Swamp, any Fights that the Posse gets into are automatically treated as Ambushes.

15 Blasphemy!

Encounter ◆ Cult ◆ Madness

You seem to have caught a group of cultists in the middle of a blasphemous ritual, the carcases of small animals littered about and cult members in various states of undress. However, the sight upon the crude altar they have erected in the center of their gathering is downright sickening.

Each Hero takes **2 Horror Hits**. Instead of taking Sanity Damage however, gain a Madness for each Horror Hit that you fail your Willpower roll against.

16 Lord of the Toads

Encounter ◆ Active ◆ Creature

An enormous toad the size of an ox leaps in front of the Posse. It blinks an eye. It blinks another eye. The Great Toad lulls the mind to sleep, as its great gullet opens wide.

The Heroes with the weakest Willpower rating (highest #+) all take **D6 Horror Hits**. Those Heroes that lose at least 3 Sanity as a result become thralls of the Great Toad and suffer an additional **D3 Corruption Points** with no Willpower save before they're eventually able to recover their senses and get away.

17 Serpent Swarm

Encounter ◆ Active ◆ Swarm

A great writhing mass of entangled serpents erupts beneath the Heroes as they walk through the swamp.

Each Hero takes **D6 Hits**. For each Wound suffered as a result, a Hero gains **1 Poison marker**. For each of these Poison markers that you have, roll a D6 at the start of each day. On a 1, 2, or 3, take **1 Wound**, ignoring Defense. On a 6, you may discard a Poison marker.

18 Dreamer of Fates

Encounter ◆ Stranger ◆ Fortune

On a particularly large island in the middle of this swampland, you spy a straw-thatched hut. About the hut lie many skulls and cracked bones, the sound of strange, rhythmic music permeates the air. A lone figure in front of the dwelling sits cross-legged, seemingly in a trance. His face is painted bone-white, as if to resemble a smiling skull.

The Dreamer of Fates asks if you would know your future.
If so, each Hero that would know rolls a D8 on the following table:

1	**Death** - The next Wound or Sanity damage you suffer will cause you to be KO'd, no matter how much Health or Sanity you have.
2	**The Devil** - The next point of Corruption you take will cause you to gain a Mutation, no matter how much Corruption you actually have.
3	**The Tower** - Until the end of your next Adventure, you cannot get Critical Hits, no matter what you roll.
4	**The Fool** - Until the end of your next Adventure, gain -5 XP anytime you would gain XP.
5	**The World** - After today, the next day of overland movement occurs without incident, do not roll for any Wilderness Encounters (still roll for Terrain Encounters when necessary).
6	**Justice** - Until the end of the next Adventure, for every Wound that you take, the source of that Wound takes a Hit (roll a D6 for Damage).
7	**The Sun** - Until the end of your next Adventure, gain +5 XP anytime you would gain XP.
8	**Strength** - Until the end of your next Adventure, do +1 Damage for all attacks.

19 Gurglin'

Encounter ◆ Environment

The floating marshlands deceive hoof and foot alike. The rot and muck of the quagmire hungers for sustenance. One wrong step and whatever you're on is sure to sink into a dank pit without any hope of getting out.

Agility 3+

If failed, any Heroes traveling on a Horse or Cart loses their Horse or Cart Transport item and are now walking on Foot.

20 Local Story

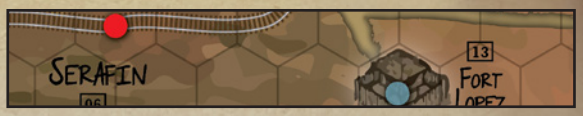
Encounter ◆ Active ◆ Explore

A disheveled and dirty looking fellow walks through the swamp towards you, unmindful of the mud he's walking through. He wipes his hand on the one corner of clean fabric he still has on and shakes your hand. He takes a swig of some liquid and tells you a crazy story about something he saw just a while back.

Select an adjacent hex and flip over an Exploration Token. If you Search that specific hex on this day, draw the face-up Exploration Token. Otherwise draw from the next face-down Exploration Token for any other hexes that you Search this day. Reshuffle all the Exploration Tokens at the end of the day.

TOWN TERRAIN

Towns includes any hexes that contain Towns or any other Settlements that aren't Destroyed or are the Town Ruins Type.



D20

01 The Sky is Falling

Encounter ◆ Environment ◆ Fire

Some kind of fireball comes streaking down from the sky and into town. A loud explosion can be heard followed by the screams of townsfolk.

A Random Town Location is **Destroyed** in this Town.

02 Sinister Secrets

Encounter ◆ Active ◆ Stranger

The people around here seem to regard you with suspicion, though there's something not quite right about the people of this town. You swear you saw some forked tongues among the townsfolk, but you're just not sure.

Any Heroes with Corruption gain a discount on any Services or Purchase Items they buy while in Town. To determine the discount, multiply the number of Corruption Points on a Hero by $10 (minimum price is $25 for any Services or Purchase Items). This discount is only available for this Town visit as the sinister-looking townsfolk are driven out not too long after this.

03 Well Wishers

Encounter ◆ Active ◆ Mission

The well in town seems to have become home to some nasty other worldly creatures that are attackin' any locals that try for water. Seems somebody disturbed somethin' below the town that was better left to sleep.

The Heroes may immediately begin a ***Seal the Void Gate*** Mission [Basic:3] to save the Town (Mission occurs beneath the Town itself). If the Heroes fail to complete that Mission on this Town hex within 10 days, the Town will be **Destroyed** as no residents care to stick around a Town without a water source.

04 The Getaway

Encounter ◆ Active ◆ Outlaw

Walking down a street, gunfire erupts from a local establishment and a couple of outlaws come streaming out of the place. They fire a few shots into the air and run for some horses waiting nearby. It's a holdup!

If you attempt to stop the Outlaws, each Hero makes a series of three Attacks (Melee or Ranged). If at least half of each Heroes' Attacks hit (against Defense 1), then the Posse manages to recover the money from the Outlaws and return it to the shopkeeper and each Hero gains **20 XP**. If the Heroes fail to stop the Outlaws, then the Location they held up is devastated by the robbery and has to close shop. **One Random Location** in this Town is **Destroyed**.

05 Dark Skies

Encounter ◆ Environment ◆ Darkness

The sky begins to darken and up in the sky you see a total eclipse, however, there's an odd, evil purple glow that you've never seen in an eclipse before.

There is an evil presence in this Town. On your next Town visit here you have a -1 to any Town Event Chart rolls.

06 High Noon Shootout

Encounter ◆ Active ◆ Stranger

While walking down the main alleyway in down, the noon bell tolls ominously. A familiar man, tall dark fellow strides out through some batwing doors. You've heard tales of this bastard and know that you've got to kill this sumbitch now, or else plenty other innocents are gonna get hurt.

A Random Hero rolls 3D6 for the Bastard and 3D6 for themselves. Whoever rolls the most 6s between them, guns the other one down. If tied, neither is hit and the Bastard makes a getaway. If the Hero is gunned down, they gain **25 XP**, take **D6 Wounds** (no Defense) and roll once on the ***Injury Chart***. If the Bastard is gunned down, the Hero gains **D3x50 XP** and **draws a Loot card**.

Alternatively, you may resolve this Encounter using the ***High Noon (Solo)*** Mission [Frontier:6].

07 An Obvious Incentive

Encounter ◆ Active ◆ Stranger

You catch sight of a shady man talking to a town official. You see an exchange on money as both look around to see if anybody is watching. The town official meets you eye-to-eye, then quickly collects his things and vacates the area.

Someone is trying their darndest to give you a hard time while in this Town. The next time you visit this Town, everyone in the Posse has a -1 modifier to their Camp Site Hazard, Town Event, and Location Event rolls.

08 Military Matters

Encounter ◆ Active ◆ Law

A company of US Cavalry is here in town, passing through on their way out on a mission. They've stopped here to restock on some supplies and question some of the locals.

If there are any Heroes with the keyword 'Outlaw' in the group, each 'Outlaw' Hero must roll a D6. On a 6, that Hero is recognized by someone from the Cavalry. Unless the Posse moves at least 2 hexes away by the end of day, those Heroes that are affected must pay **$100** or take **D8 Wounds** in the ensuing escape from the Cavalry. If you are in a Town Visit when this happens, immediately end your Town Visit.

09 Pleasure Before Business

Encounter ◆ Active ◆ Stranger

A group of scandalously under-dressed saloon girls go walking by, beckoning you to partake in their "comforting presence".

Each Hero that wants to may pay **D6x$50** and then rolls a D6. On any roll above a 1, that Hero may remove an Injury. If a Hero rolls a 1, they roll on the ***Injury Chart*** as they are beaten and robbed instead.

10 Tempting Situation

Encounter ◆ Active ◆ Stranger

A clearly drunk and obese businessman stumbles past the Posse. He tips his hat, excuses himself and then begins to vomit uncontrollably into a horse trough. He ends by passing out in a disgusting heap. An almost overflowing coin purse can be seen hanging from his belt, the glint of its contents seems to beckon you.

The Posse may take the coin purse and gains **D3x$100** (altogether, not each Hero), but each Hero takes **D3 Corruption Hits** if they do take the coin purse.

11 Out for a Stroll

Encounter ◆ Environment

Oddly enough, everything seems quite peaceful and serene in town today. Despite all the danger out in the area nowadays, everything feels right in the world for this one brief moment in time.

Nothing eventful happens.

12 Greatest Show on Earth

Encounter ◆ Active ◆ Merchant

A vaudeville troupe is putting on a show for the townsfolk, who are hootin' and hollering like never before. It's a welcome distraction from the troubles on the road.

While the Heroes are in Town, Heroes staying at the Camp each day may purchase/access any of the Services or Items they could from the Saloon, in addition to whatever Services or Items are found at any actual Location they are visiting.

13 Just Walk Away

Encounter ◆ Environment ◆ Fire

While rooting around behind a building, you accidentally knock over an oil lantern. It ignites a nearby pile of hay, sending a nearby building up in flame!

A Random Town Location is **Destroyed** in this Town.

14 Piss Drunk & Pissed

Encounter ◆ Stranger

A drunk looking fellah stumbles out of the bar, looks right at you and doesn't seem to like what he sees. He challenges you to some fisticuffs!

A Random Hero gets into a fight with a rowdy Drunk. Two D6 are rolled for the Drunk, while the Hero rolls their Combat die. Both fighters dice are rolled in parallel until a 6 is rolled. The first fighter to roll a 6 knocks the other fighter out. Each 6 rolled cancels out one of the other fighter's 6 results if rolled at the same time. If the Hero is knocked out, they lose **D3x$100**. If they knock out the Drunk, they recover **1 Grit** and gain 1 Whiskey Side Bag Token.

15 The Orphan

Encounter ◆ Active ◆ Ally

In your search, you find that something is stalking you through the alleyways in town. Just as you turn round the corner, you catch sight of your stalker. A small Orphan boy has been following you. He asks for your protection because he's on the run from a group of Outlaws who want him dead for something he's seen or done.

If you refuse, each Hero takes (P) **Corruption Hits** for refusing to help an Orphan. If you take him on, he becomes an Ally controlled by one Hero during their Activation. He can use whatever Weapons the Posse gives him that he is able to wield.

The Orphan has the following stats:

Keyword: Youth
May not Dual Wield Guns
Health 6 (4+ Defense)
Sanity 6 (4+ Willpower)
Combat 1
Range/Melee To Hit: 4+

If he dies while traveling with the Posse, each Hero permanently **loses 1 Sanity**. Only one Orphan may travel with the Posse at a time. The Posse may dismiss the Orphan at any time, but each Hero takes **D6 Corruption Points** with no Willpower Save unless each Hero gives up **$100** to the Orphan.

16 On the Run

Encounter ◆ Active ◆ Stranger

A desperate-looking man comes running and takes cover behind a nearby barrel. With a pleading look, he motions for you to be quiet as a Lawman can be seen rushing past your Posse.

The Posse's reaction depends on the makeup of the group. If there are more Heroes with the keyword 'Outlaw' than 'Law' then they keep the man's position a secret and get a nice bribe out of the deal, each Outlaw Hero gains **$50**. If there are more with the keyword 'Law' than 'Outlaw', then they give up the desperate man to the Lawman and each Law Hero gains **20 XP**. If there are an equal number of either Hero, then the Posse may choose which reward they get (all Heroes get the same reward).

17 Word Gets Around

Encounter ◆ Active ◆ Stranger

A local official walks up to you smiling enthusiastically at the sight of your Posse. He shakes your hand and offers whatever he can do to help your group out after all the stories he's heard about you.

Once during the next Town visit in this Town, each Hero may add +1 to any one die result.

18 Street Urchins

Encounter ◆ Active ◆ Outlaw

A horde of orphan kids begin to swarm around your Posse. You shew them away to get some space, but a quick check of your pockets reveals that they've already gotten what they came for.

Cunning 5+

Each Hero that fails this test loses **D3x$50** from their pockets. Any Heroes that pass this test gain **20 XP**.

19 Festival

Encounter ◆ Active

The Town is packed full of people from far and wide. They're here for some kind of local festival and it looks like you're gonna have a tough time getting any service while all this celebratin' is going on.

When visiting locations in this Town, each Location may only be visited by one Hero per day until the end of the Heroes' next Adventure.

20 Local Opportunity

Encounter ◆ Active ◆ Merchant

You come across a businessman who is traveling into Town. He's come here hoping to setup shop in Town.

If this Town is missing any Town Locations, you may add any one Town Location back into this Town.

TOWN RUINS TERRAIN

Town Ruins are any Fallen Forts, Towns that have become Destroyed or Towns with the Town Ruins Type

D20

01 Shepherd of Fire

Encounter ◆ Active ◆ Holy ◆ Fire

His eyes spit the flames of damnation. The Preacher's long robes are sewn from the burnt flesh of sinners who have fallen beneath his black book. Behind him flock his congregation of black flames that beseech the Posse to join them.

Each Hero takes **1 Wound for each point of Corruption they have**, while those without any Corruption gain **1 free Blessed Aura** (player choice, automatically applied) that lasts until the end of the next Adventure.

02 The Murder Ballad

Encounter ◆ Stranger ◆ Ghost

Amongst the wreckage and the carnage, a lone figure clothed in white approaches the Posse, her feet never seeming to touch the ground. A woman with pale features and sad vengeance in her eyes beckons you to approach her. She tells you a sad tale of lust, murder, and conspiracy. The spirit tells you where you can find the final resting place of her damnable husband's dark secret, buried deep in a mine. She implores you to return it here so that she may finally be free of this mortal plane.

The next time the Posse finds a Clue Icon while down in the Mines, the Heroes may uncover a Cursed Artifact item instead of applying that Clue Icon towards the Mission. This Cursed Artifact has 1 Weight Icon and has 1 Dark Stone Icon. The Hero who carries this Cursed Artifact is -1 to any Willpower rolls while carrying this item. If the Cursed Artifact is brought back to these same Town Ruins the Heroes may give the item to the spirit to destroy it. Upon successful completing this task, each of the Heroes recovers **1 Grit** and gains **30 XP**.

03 Orphan Killers

Encounter ◆ Environment ◆ Horror

The streets silently fill with the mangled corpses of children subjected to every terror. Their faces carry a dim remembrance of innocence, but their eyes can not conceal the horror of their ends.

The Heroes are so affected by this horrible sight that they are -1 to all Willpower rolls until the end of their next Adventure.

04 Falling Ash

Encounter ◆ Environment ◆ Fire

A heavy soot drifts in lazy puffs, like fat snowflakes, this would almost be an idyllic holiday scene, were it not for scenes of carnage and destruction all about you. You arrive at the town square and discover a massive pit of magma, belching out ash, slowly devouring the town from below.

The ground beneath the group is unstable and begins to give way as magma swallows up the town! Each Hero must make 2 out of 3 Agility and/or **Luck 4+** tests or else their current Transport is **Destroyed**. Also, move the Posse 1 hex away using the Random Hex Diagram. The hex where the town once stood is now permanently uninhabitable and untraversable for the remainder of the campaign.

05 The Good Samaritan

Encounter ◆ Active ◆ Stranger

As you make your way down a wide alleyway, you hear a faint sound coming from somewhere nearby... It sounds like a survivor!

Each Hero makes a Scavenge roll. If collectively the Heroes roll as many 6s as there are Heroes in the Posse, a Survivor is found! If the Survivor is found, each Hero recovers **1 Grit**.

06 The Thirsty Dead

Encounter ◆ Active ◆ Undead

A ghoul before you doesn't seem to know that he is dead. He also doesn't seem to know he doesn't have a head. Regardless, he seems to be trying to hand you a whiskey.

Each Hero takes **D6 Horror Hits**. Any Heroes that don't take any Sanity damage from this gain a Whiskey Side Bag Token.

07 Droning of Flies

Encounter ◆ Environment ◆ Horror

The scenes about you are almost too much to handle, while you can never seem to find any bodies, spatters of blood punctuate the burned remains of a once thriving town. The stench of death and the constant buzzing of flies is perhaps the worst of it, threatening to drive you mad and send you running as fast as your legs will take you.

Each Hero takes **3 Horror Hits**. Any Hero that does not pass at least 2 out of those 3 Horror Hits must then roll on the ***Madness Chart*** (*Sanity damage is also applied as normal*).

08 Restore the Crosses

Encounter ◆ Environment ◆ Holy

Outside of town the Posse contemplates what manner of beast dug up the cemetery's graves and removed the crosses.

If there are any Heroes in the Posse with the keyword 'Holy', they must work to restore those graves that were desecrated. This will require 3 days of work at this cemetery to fully restore all the desecrated graves, however, for each **1 Grit** that is spent by a Hero, that time can be reduced by 1 day (minimum 1 day).

If the Posse leaves early or does not restore any of the graves, any Heroes with the keyword 'Holy' are -1 Faith token for their next Adventure per day not spent restoring the cemetery (max -3 Faith). If the Posse fully restores the cemetery, any Heroes with the keyword 'Holy' are +1 Faith and any other Heroes gain a free Blessed Aura of their choice (*both benefits last until the end of their next Adventure*).

09 Specters in the Night

Encounter ◆ Active ◆ Void

A dark shape moves amongst the shadows, watching you from the empty shells of buildings.

A Random Hero has been targeted by a Dream Hound! The thing will stalk the Hero while they sleep and always linger at the edge of their vision no matter where they go! While the Dream Hound stalks them, the Hero will be at **-2 Initiative** and they are **-1 to all of their Willpower rolls** until they are able to shake the influence of the Dream Hound.

The Dream Hound can only be banished by traveling to an Other World and using up an Occult Scroll Side Bag Token and making a **Spirit 5+** test as their sole action during their Activation to seal the infernal beast on that plane of existence. This Sealing action does not count towards Sealing a Mine and may only be attempted once per Adventure or day. The Heroes may travel to an Other World and use an ***Occult Scroll*** during the course of a regular Mission or when traveling via an Other World Overland map.

10 Baptism By Fire

Encounter ◆ Active ◆ Fire

Behind the Town and down a little hill runs an oily stream of water. A gathering of hunger and soul worn individuals have collected around a Preacher. Holding his Bible high he thunders the sin of mans, and with a flick of his wrist ignites an inferno. There's no time to save any of the townsfolk, you'll have a hard enough time saving yourself!

Each Hero rolls their Agility dice and adds together the results, then subtracts from this the number of current weight icons the Hero is currently carrying. The Hero with the lowest resulting number takes **D8 Hits** from the Fire (if tied, all affected Heroes take these Hits).

11 The Hanged Man

Encounter ◆ Environment

You walk along desolated streets, the only sound the deathly howl of the wind.

Nothing eventful happens.

12 The Feast

Encounter ◆ Environment

A banquet that would make a king blush is laid out in the center of Town. The food's aroma causes the Posse to swallow hard, and smack lips. Something is seriously wrong here, for the flies are thicker than a bucket of spit, but they won't come within ten feet of the feast.

Any members of the Posse that want to may feed on the food that has been laid out and those that do **Heal all Wounds and Sanity Damage**.

In addition, one Random Hero rolls a D6:

1	Roll once on the ***Injury*** AND ***Madness Charts***, you have gained one from each!
2-4	Take **D6 Corruption Hits**
5-6	Heal a random Injury or Madness

13 Ghosts of the Past

Encounter ◆ Active ◆ Ghost

A spirit from the former Town approaches the Posse and has a message they need delivered to a loved one in another Town.

Roll a D20 on the ***Town Chart***. The next time the Heroes enter that Town, they gain **30 XP each**. No effect if that Town is **Destroyed**.

14 The Taken

Encounter ◆ Environment ◆ Mystery

Though you had heard about the terrible fate that met this Town, you expected more savagery and desolation. Instead, you find the Town fully intact, it's just that there are no people anywhere. Everything remains untouched, almost as if the people simply vanished without a trace.

Within a week, word reaches the rest of the region that the Town is safe to return to and it fills back up with opportunists and freeloaders, however the Town seems off for some reason, as if something dark has taken hold. These Town Ruins are converted back into a regular Town (standard Town Set Up), but add the Town Trait 'Unstable Gate' to this Town.

15 Talons of the Occultist

Encounter ◆ Active ◆ Undead

Someone or something has animated the bodies of the dead townsfolk here. There seems to be an Occultist come to town who is orchestrating these bodies for some evil purpose.

Immediately begin a ***Seal the Void Gate*** Mission [Basic:3] in some caverns beneath this Town. The final Fight will be an Epic Level Threat comprised of an Occultist Villain, 4 Corpse Piles, & 2 Hungry Dead. If the Heroes are successful, the Town is cleared of this menace and eventually after a week life returns to the Town. Transform these Town Ruins back into a regular Town (standard Town Set Up). If the Mission is failed, then streams of the Hungry Dead march forth and manage to **Destroy** a **Random Building** in EACH Town within 6 hexes.

16 A Murder of Crows

Encounter ◆ Active ◆ Creature

This desolate town is filled with not only the carcases of its former inhabitants, but also a horde of crows that are feasting upon those same corpses. As you walk through the empty streets, the crows stop to watch you. They show no fear at your passing and exude an air of malevolence at your passing. They have tasted the flesh of man and found that it was good.

Some of the crows follow after your party. The next time your Posse is involved in a Fight on the Overland map, each Hero takes an **additional Wound each time they take any Wounds** during that Fight. The crows fly away after that and the effect is ended.

17 Last Refuge

Encounter ◆ Active ◆ Undead

The tallest structure in the area is a church bell tower. When this town was still active, it rang to summon the townsfolk to service. Presently it has become a refuge for survivors looking to escape the hoard of Hungry Dead that have surrounded the old husk of a Church.

Attack! - Overland Fight against 12 Hungry Dead and 1 Corpse Pile (*draw a High Level Threat if you do not own Swamps of Death*).

18 Hell's Cowboys

Encounter ◆ Active ◆ Undead

The saloon glows with such an intensity and strobed lights stream from the building. Within the blinding light, six silhouetted figures move out of the saloon. Six low brimmed cowboys stand absolutely motionless facing the Posse. Together as one, they lift their heads and the guns in their hands.

Distribute **6 Hits** amongst the Posse (*minimum 1 Hit per Hero*) within one minute or every Hero in the Posse takes **6 Hits** instead. Each Hit a Hero fails to defend against does an amount of damage to a Hero equal to the amount of Corruption Points that Hero has (*minimum 1*).

19 Children of the Stone

Encounter ◆ Active ◆ Rescue

As you search through the wreckage of this decimated settlement, you begin to find survivors. Curiously though, only the children seemed to have been spared death in this place, and of these, they all have milky white eyes, no pupil or iris is visible. A following of these orphans begins to congregate around the Posse.

If the Posse chooses to escort these children back to another town, they slow the party down with their odd, halting steps. No matter what terrain they travel over, Posse movement is treated as going over Tough terrain until they reach the next Town where they can get these children with caregivers.

If the Posse goes into a Mine, these children will be killed if that adventure is failed in any way. If this happens or if the party decides to abandon the children, every member of the Posse gains **D8 Corruption Points** (do not roll for Willpower).

20 Local Spirit

Encounter ◆ Active ◆ Ghost ◆ Explore

The spirit of a dead farmer appears before you and tells you his story before he died. You sit and listen to his tale and learn about his life, his family, and his home. As a reward for your time and letting him tell one last soul about who he was, he tells you of something he has seen just outside of town.

Select an adjacent hex and flip over an Exploration Token. If you Search that specific hex on this day, draw the face-up Exploration Token. Otherwise draw from the next face-down Exploration Token for any other hexes that you Search this day. Reshuffle all the Exploration Tokens at the end of the day.

Growing Dread Encounter

Growing Dread Encounters can happen on any Terrain and occur whenever the 'Growing Dread Encounter' result is drawn from the Exploration Tokens.

D20

01 The Dandy Man

Encounter ◆ Active ◆ Stranger

A Dandy dressed to the nines, with a smokestack hat leaning in a devil-may-care-attitude approaches the party. A glint of red is hinted in the eyes of the stranger, as he puffs on a fat cigar. The rising smoke wreaths his tall hat in the uncanny shape of a halo.

Cunning 5+

The Dandy is a whirling dervish of lies, deceit, and trickery. Each Hero that fails the Cunning test loses **D6X$50** to the Dandy (*or as much money as they have*), who talks them into investing in a wild scheme that, upon second thought, makes you realize you're never going to see your money ever again.

02 Echoing Laughter

Encounter ◆ Environment ◆ Madness

The unrestrained laughter of pure madness reverberates in great pounding waves that echoes, echoes, echoes, echoes, echoes... The mind is drawn into the laughter and laughs and laughs and laughs.

Each Hero rolls once on the ***Madness Chart***.

03 Swarm of Eyes

Encounter ◆ Active ◆ Hell

A wall of black flaps, like a cathedral's tapestry. It stretches around the Posse - a black veil without substance. A thousand eyes simultaneously snap open and fixate on you!

Spirit 6+

If failed, that Hero has gained the 'Demon Host' Curse! Any time that Hero becomes KO'd in a Fight, a Demon appears on or as close to the KO'd Heroes space as possible and attacks! The Demon disappears if the KO'd Hero is revived during that Fight. The Demon will reappear anytime the Hero is KO'd, even if the Demon is ever killed.

Roll a 2D6 once to determine which Demon you have become a Host to:

2	Harbinger
3	Goliath
4-10	Night Terror
11	Strangler
12	HellBat

This Curse can be removed at a Church Town Location using the Exorcism of Madness ritual. The Exorcism is performed as usual but removes this Curse instead of removing any Madness.

04 Blind Sided

Encounter ◆ Active ◆ Attack

While you are focused on your search, you fail to notice the horde of monsters that are now bearing down on your position!

Ambush! - Draw a High Level Threat

05 The Undertaker

Encounter ◆ Active ◆ Stranger

Though it's the middle of the day, the sky begins to darken all around as if it were suddenly the dead of night. A man dressed in an Undertaker's garb with round glasses and a top hat wanders into view. He smiles at your Posse, but the sight of his yellow-stained teeth sends chills down your spine.

If the Posse carried with them any Heroes who were killed that they wanted to resurrect, those Heroes are now permanently **Dead** and cannot be resurrected.

06 Walks Like an Angel

Encounter ◆ Active ◆ Charm

The Posse hears the sobbing of a woman, issuing from an unnatural blur in the shape of a large egg. The egg burns up in an inferno, revealing what at first appears to be a nude woman with red-ashen skin and two great horns sprouting from her head, but as you get closer you see that it is in fact the most beautiful woman you've ever seen.

A Random Hero has been seduced and becomes the Woman's Lover, she will travel with the Posse until she is removed. Their nightly bouts of lust sap that Heroes' endurance and they are at **-D6 to their Max Health** while the Woman travels with the Posse. The rest of the Posse is at **-1 Initiative** while the Woman travels with the group from the lack of sleep they get while the Lovers are engaged.

The only way the Woman can be removed from the group is if the Posse fails a Mission, in which case the Woman can be seen joining with the escaping Darkness. She will **Destroy** an additional **Random Town Location** on top of any other damage that occurs from failing the Mission (ignore this if the Town is outright **Destroyed**).

07 Bucking Horrors

Encounter ◆ Environment ◆ Hazard

Suddenly without warning, horrible grasping tentacles spring up from the ground, your horses jump and buck, sending the Posse flying in all directions. You're in for a hard landing.

Each Hero rolls once on the ***Injury Chart***, if any Hero rolls doubles, their Horse has also died as well.

08 The Crawling Lord of Flies

Encounter ◆ Active ◆ Darkness

The earth upon which the Posse strides flickers between what is and a world made from crawling flies. The strobing effect quickens and slows to an unknown rhythm. When the Lord of Flies is revealed, a great crawling mass can be seen approaching the party. Each shimmer between here and there brings the crawling horror closer and closer.

A Random Hero has become the Avatar of the Lord of Flies. While they are the Avatar, they are **–D6 to their Max Health**. Whenever another Hero becomes KO'd (may not target the last Hero to have the role of Avatar unless in a two-person Posse), this Hero may, as an action in place of their Attack, feast upon the KO'd Heroes' soul. This does not kill the Hero, but instead transfers the status of Avatar of the Lord of Flies to that Hero. The original Hero gains back their lost Max Health and also steals an additional D6 Max Health from the new Avatar (they lose an equal amount to their Max Health). This bonus is lost when a new Hero becomes the Avatar.

This Avatar status is removed from all Heroes if this Encounter is ever rolled up again (*and all Max Health goes back to normal*).

09 The Black Obelisk

Encounter ◆ Environment ◆ Darkness

A black obelisk shifts in space. The weight of remembrance oscillates within its anguish. A black needle appears on the horizon puncturing the gathering clouds. It waivers and dances a slow slapping undulation that licks the earth bare.

A Black Obelisk has appeared over the nearest Mine. That Mine has now become 'Blighted'. When in that Mine, the Heroes take a number of **Horror Hits** equal to the number of spaces down the Depth Track the Darkness marker has moved from the Darkness Start each time the Darkness marker ends up on or passes a blood splatter space.

10 Corridor of Infinity

Encounter ◆ Active ◆ Stranger

First the sky and earth ceases to be. Then the blackness of nothing is devoured. Then that which is you fades....

Spirit 5+

If failed, until the end of the next Adventure you must use a new Level 1 Hero in place of this Hero. At the end of the Adventure, that Hero regains their memories and you go back to being the previous Hero. You keep any XP, gold, or items the other Hero had accumulated.

11 The Unblinking Eye

Encounter ◆ Environment ◆ Darkness

The earth heaves upward as the heavens tear into two. A black pupil blackens the blue of the skies and stares down upon Brimstone and the surrounding region. A wave of evil washes over the land in all directions.

Roll three times on the D20 ***Town Chart***. Each Town rolled **loses a Random Town Location** (*a Town loses multiple Locations if rolled multiple times*).

12 Shattered Bonds of Reality

Encounter ◆ Environment ◆ Mission

The area about you shimmers with a crackling energy that makes your hair stand on end! As you turn to run, your movements suddenly slow to a trickle, as if time itself had stopped moving. This seems to last for an eternity, but gradually things begin to pick up speed up again. As your eyes again focus on the world around you, you find yourself on an alien world!

A Gate has opened around the Posse and transported you to a Random Other World! Begin a Mission on the Other World Entrance Map Tile, any Gates found automatically lead back to Earth and the Overland map. No other special rules apply.

13 John Moulton, The Devil Bastard

Encounter ◆ Active ◆ Stranger ◆ John Moulton

A stranger in a dark coat and a red right hand approaches. His charming gaze and smooth way with words belie a frightening presence. He makes you an offer you're not sure if you should turn down or not...

If John Moulton was previously encountered and a Hero made a Deal, that Hero is Dead. Otherwise, a Random Hero may make a Deal with the Bastard, John Moulton. They gain the 'Devil's Mark' Curse. This Hero automatically gains 1 level and gains an Unholy power. If this result or John Moulton is ever rolled again, John Moulton comes to collect on the bargain and this Hero is **Dead**.

Roll D6:

1 **Unholy Fear** - Whenever an Enemy would target you, roll D6. On a 1 or 2, that Enemy targets another available Hero, unless no other Heroes are in range or are targetable (ignore how many Enemies are targeting other Heroes when this happens). Whenever other Heroes start their Activation adjacent to you, they take **1 Horror Hit**.

2 **Vampirism** - Whenever you kill an adjacent Enemy, you must either Heal 1 Wound, Heal 1 Sanity, or Recover 1 Grit, but you always take **1 Corruption Hit** when you Heal or Recover Grit in this way.

3 **Souls of the Damned** - You recover **1 Grit** whenever another Hero becomes KO'd and that KO'd Hero makes one extra roll on the ***Injury/Madness Chart*** when recovering (only when they would normally roll on the ***Injury/Madness Chart***).

4 **Cruel Fist** - You roll D8s for Melee Combat and Melee Damage if you have nothing equipped in either of your Hands. Critical on rolls of 6, 7 or 8. For each Wound you do to an Enemy in this way, every other Hero within Line of Sight to you takes **1 Horror Hit**.

5 **Serenade of Pain** - Once per Fight, you may use the Serenade of Pain. Roll a D6 for every model on the same Map Tile as you. On a 1, that model loses its next turn and all Hits against it ignore Defense ('Tough' Enemies are immune) until the end of the next turn.

6 **Evil Thrall** - Once per Adventure, on a Melee attack that would have killed an Enemy with less Max Health than your Hero, you may claim that Enemy as a Thrall instead of killing it. That Enemy model stays at their current health, but now activates during your turn (*ignore the Enemy's Initiative*). You may only have one Thrall at a time and if that Thrall leaves your Heroes' line of sight, you lose control of it and it is gone. Take **D3 Corruption Hits** whenever you use this ability.

14 Psychic Rupturing

Encounter ◆ Environment ◆ Madness

You come across a tortuously deformed primitive idol. It appears to have been carved from obsidian, yet there's a faint unnatural purple glow to it. When you are all within arm's length of the despicable carving, it suddenly glows bright and begins to speak words in a long-dead language. As you clutch at your eyes, you can feel the alien words burning themselves into your psyche, a supernatural sickness on your mind.

Spirit 5+

Each Hero that is successful gains **20 XP** and nothing else happens. If a Hero fails, they gain the 'Phobia' Madness. In a Fight, Heroes with Phobia may not target Enemies that match their specific Phobia and may not be adjacent to those Enemies if able to Move or Escape. This Phobia may be removed like any other Madness.

Roll D6:

1-2 'Undead' Enemies

3-4 'Beast' Enemies

5 'Void' Enemies

6 'Demon' Enemies

Growing Dread Encounter

15 Hymns of Sin

Encounter ◆ Active ◆ Void

The air about you fills with arrow-headed wasps that open in two. The wasps are bobbing beaks that pierce the veil between dimensions. Flickering tongues sway in synchronicity, humming tones beyond the range of human hearing. Still, you feel their song reverberate within your skull, as an evil feeling roils in your heart.

For each point of Corruption that a Hero has roll a D6. On a roll of 1 that Corruption point is removed, but the Hero gains a random Mutation from the ***Mutation Chart***. Heroes will not die from rolling multiple times on the same Mutation when Mutations are gained in this way (*ignore the roll, though they will die in the future if they roll on these same Mutations again*).

16 The Golden Child

Encounter ◆ Active ◆ Stranger

A murmuring fly has gained the attention of the Posse. It flies as if it is writing words of great importance. A swirling pool of blank ink rises into a great thundering column, and flickers with black lightning. The pool lifts, and a young boy with honey eyes and radiant skin extends his hands towards the Posse.

The Posse carries with them an Antichrist child, he will not leave the Posse. This child will **Destroy** the next Town or Settlement the Heroes enter into (*the child is consumed in the destruction of that Town*). If the Heroes decide to kill the child instead, they each take **Corruption Points** (*ignores Willpower*).

17 Crystal Prison

Encounter ◆ Environment ◆ Hazard

As you travel along, a bolt of pale bluish energy suddenly erupts from the heavens, right into the middle of the Posse! When you look up, you find that one your group has become fully encased in a crystalline growth, they appear frozen in place.

A Random Hero has become trapped in a crystal solid. While encased they may not move or activate and must be carried by another Hero everywhere. Each Overland movement costs 1 extra Move point and each movement in the mines also costs 1 extra Move for that Hero. Trapped Heroes are immune to any Wounds, Sanity Loss, Injuries, Madness or loss of Items/Gear/Side Bag Tokens, but also do not gain anything (XP, Loot, etc) from Fights or Encounters.

The only way to remove this condition from a Hero is to make a visit to a Doc's Office or Blacksmith. If removed at a Blacksmith, you also gain **D6x$100** from the Blacksmith as he is able to make use of the crystal for other projects.

18 Fire and Brimstone

Encounter ◆ Environment ◆ Fire

Burning pellets of fiery hail scorch the skin and burn holes through clothing. You look around for any kind of cover from the fire that rains down all around you.

Each Hero rolls a D6 for each Clothing item they have. On a roll of 1, that Clothing item is **Destroyed** unless it is resistant to Fire or grants immunity to Fire.

19 Belly of the Beast

Encounter ◆ Environment ◆ Mission

A great leviathan flies above the Posse, like a giant monstrous whale. It seems to swallow clouds whole and suddenly begins to plummet towards the Heroes! The leviathan opens wide its maw and crashes into the land all around the Heroes, swallowing both whole!

If the Heroes were searching in the same hex as a Town when getting this result, that Town is **Destroyed**! Regardless, the Heroes must immediately begin an ***Escape*** Mission [Basic:5] while inside the belly of the beast (use standard Mine map tiles, same Setup/Objective/Reward/Failure rules apply).

When the Heroes have completed the mission, whether successful or not, they emerge D6 hexes away (use the Random Hex Diagram for which direction to move, stop if the edge of the map is reached). If the Heroes fail the mission, they also take **D8 Wounds** and the nearest Town loses a **Random Building**, in addition to the conditions listed in the ***Escape*** Mission description.

20 Local Disaster

Encounter ◆ Environment ◆ Hazard

You see a plume of dark, black smoke rising off in the distance. You know in your heart that that can't possibly be a good sign.

Roll a D6. If there is a Town within that many hexes from your current position, **D3 Random Buildings are Destroyed** within that Town. Choose one if there is more than one Town in that area.

WILDERNESS ENCOUNTERS

Wilderness Encounters were introduced in earlier versions of HexCrawl and they remain largely unchanged this time around as well. Previously they occured after a number of Move points were spent, but this has been changed so that you roll for these at the beginning of the day before the Posse begins moving. This is to streamline gameplay a bit more so you're not counting Move Points, then stopping to roll, dealing with Encounters, and then picking back up with your movement again.

Wilderness Encounters

At the beginning of each day, a single player in the Posse rolls a D8 to determine if they have a *Wilderness Encounter*. On a result of 1 (or if anyone in the Posse is on foot, on a 1 or 2), the Heroes have a *Wilderness Encounter* and roll on the ***Wilderness Encounter Chart*** to see what they find. Players may want to assign a single person to this duty or can pass it around for longer journeys. If using *Wilderness Encounters*, any mention in the regular rules of the ***Travel Hazard Chart*** also refers to the ***Wilderness Encounters Chart***. The group may use the ***Wilderness Encounters Chart***, the ***Travel Hazards Chart***, and the ***Expanded Travel Hazards Chart*** interchangeably as they wish throughout their travels, but should probably stick to one of those Charts for consistency. The ***Wilderness Encounters Chart*** specifically references movement on the Overland map.

While *Wilderness Encounters* trigger on a roll of 1 in the basic rules, keep in mind that in some HexCrawl campaign styles, this number is affected by the position of the Darkness marker on the *Overland Darkness Tracker*.

Also, if *Wilderness Encounters* don't happen often enough, feel free to adjust the dice type to a D6 or even raise the trigger number. Keep in mind though that the more *Wilderness Encounters* that you have, the more time you'll spend on the Overland map vs having Adventures in Mines or Towns.

Wilderness Encounter Results

Many *Wilderness Encounters* will guide you to reference a Result Number, something like "*Go to 26a*" or "*Go to 73a*" or whatever. This is usually done when the Heroes have a decision to make and helps to keep the results of that decision hidden from the players to add suspense and make the players think about their decisions a bit more. To reference the Result Number, flip to the next section 'Wilderness Encounter Results' and find the Result Number specified from the Wilderness Encounter.

D100	Title	Description	Encounter
00	**Abandoned Village**	Encounter • Environment • Mystery *An abandoned farming village, complete with overgrown cornfields that are turning into a swamp, sits a ways off the path. The silence about the place is eerie and unsettling.*	Choose: Investigate the village. *Go to 43a* or Ride around the village. *Go to 09a*
01	**Bad Luck Bandido**	Encounter • Environment • Cult *While traveling, one of the Heroes accidentally knocks over a small stone idol left in the middle of their path. The stone idol breaks apart and a black gas escapes into the air. Nothing else seems to happen and the Heroes continue on their way.*	**Spirit 5+** A random Hero gains the keyword '**Cursed**'. While 'Cursed' is in effect the Hero will roll for Movement/Grit twice each time and take the lower of the two rolls. In addition, they cannot recover anymore Grit, even if they roll a 1 on their movement die. To remove the 'Cursed' status, the Hero will need to pay D6x$50 at a Frontier Town Church location.
02	**Five Feet High and Rising**	Encounter • Environment • Water *The Heroes are in the path of a flooding river and need to escape!*	**Agility 5+** or **Luck 4+** Each Hero that fails this test takes **D6 Wounds** and, if at least one Hero fails this roll, the Posse stops all overland movement for the day as they recover their comrades and supplies.
03	**Give My Love to Rose**	Encounter • Active • Stranger *The Heroes come across a dying man with a small fortune who has asked them to deliver his money to his wife and kids.*	Choose: Accept the dying man's task. *Go to 56a* or Pocket the gold. *Go to 48a*
04	**The Ancient Battlefield**	Encounter • Environment • Mystery *The Posse happens upon a bare piece of plains, with a large stone set in the middle. The still legible inscription tells of a great battle here long ago. Ghosts are said to haunt this place at night.*	Choose: Stay the night. *Go to 60a* or Keep riding. *Go to 07a*
05	**Stuck in a Rut**	Encounter • Active • Stranger • Merchant *A merchant is stopped with his cart of wares and has a broken wheel in the rut. He pleads with the Heroes to help him to the next town.*	Choose: Help the Merchant. *Go to 64a* or Refuse the offer. *Go to 13a*
06	**Grave Flowers**	Encounter • Environment • Death *Before you sits a field of nodding sunflowers. The blossoms conceal the body of a dead traveler.*	Choose: Give the body a proper burial. *Go to 01a* or Leave the body be. *Go to 41a*
07	**The Gateway**	Encounter • Environment • Explore *In the middle of an open field, a pair of giant stones stand a few feet apart, creating what looks to be a gateway.*	Choose: Investigate the stones. *Go to 72a* or Ride around the stones. *Go to 31a*
08	**Criminal Critters**	Encounter • Active • Creature *You see a hollow which has become a small lake because of a creek and a small mudslide. Trees trunks are partially submerged and have lake algae upon them. The squirrels in the area are quite bold, as they are immune to most of their predators.*	**Luck 4+** If failed, your Hero looks down to notice that you've lost D6x$50 of your gold because of a hole that was chewed into your saddlebag by some forest critter. You were apparently paying too much attention to the scenery to notice.
09	**Down into the Depths**	Encounter • Environment • Explore *Beyond the next hill, you catch sight of a stone gate that marks the entrance to an underground cavern.*	Choose: Enter the underground cavern. *Go to 90a* or Move past the entrance. *Go to 00a*
10	**For Whom the Bell Tolls**	Encounter • Environment • Void *Before you sits a huge column of rock, with an equally huge arch at the top, supporting an enormous bell, which is operated by machinery inside the column. As the Posse gets near the column, the bell tolls with the sound audible for miles around. One of the Heroes hears the tolling reverberating in their head for hours afterwards.*	**Spirit 6+** If failed, this Hero must roll once on the ***Madness Chart***. This Madness will last until after the Heroes complete their next Adventure.
11	**Giant Carved Head**	Encounter • Environment • Ancient *A giant carved head lays on its' side not far from the path. Its' features are almost human, but hint of a race more alien than man. The plain mouth ends in a fang on either side and the cold eyes show nothing but contempt for the world.*	Choose: Investigate the carved head further. *Go to 11a* or Ignore the head and keep on moving. *Go to 98a*

D100	Title	Description	Encounter
12	**The Saddlebag**	Encounter • Environment • Loot *The corpse of a horse and its' rider lies off to the side of the road, dressed in strange, exotic garbs. The body appears to have been laying out for some weeks now and the bones have been picked clean. Around the shoulder of the rider sits a saddlebag, filled with a stash of items.*	Choose: Loot the saddlebag. *Go to 28a* or Leave the corpse be and continue on. *Go to 08a*
13	**A Tough Road Ahead**	Encounter • Environment *While traveling this path, you spy potholes in the roadway and lots of them. The path before you goes through more difficult terrain than normal. Something has been disturbing the earth and made the way harder to pass.*	The rest of today and tomorrow's travel will cost 3 Move points per hex, as if the Posse were traveling over Tough terrain, no matter what terrain appears on the map.
14	**Insects from Shaggai**	Encounter • Active • Void *As the group turns a corner, a hive of tall vertical tube-like insects appears just off the road. The reddish wasp-like insects have never been seen in these parts. Before you can move away, the insects begin to swarm!*	**Luck 5+** or **Agility 4+** Any Heroes carrying **Dark Stone** must make this roll, all others are immune. The insects are attracted to magical energy and will swarm about those that fail their roll. The insects will sting the Hero and do **D6 Wounds** to the unfortunates who get caught. Make an additional **Luck 3+** roll to see if the Hero loses **D3 Dark Stone**.
15	**Wandering Undead**	Encounter • Active • Stranger • Undead *A lone figure walks along the path ahead of you at a slow, awkward pace, as if they were disabled. As you approach from behind, the figure does not respond to your greetings. You ride up beside the figure and to your horror you discover that the figure appears to be dead. An eyeless socket is pouring out maggots, while the other stares aimlessly forward as it moves towards some unknown destination.*	Choose: Attack the zombie! *Go to 12a* or Follow the zombie. *Go to 49a*
16	**The Hanged Man**	Encounter • Active • Stranger *The Posse is traveling along when you spy a gallows-tree, with a dead man, stripped of his clothing, hanging from its branches.*	Choose: Cut the dead man down. *Go to 29a* or Continue on your way. *Go to 54a*
17	**The Rat Pack**	Encounter • Active • Creature *A horde of rats is following the Posse. They keep their distance from the Heroes, but they are definitely acting with intelligence and following exactly behind the Posse's trail.*	Choose: Attack the rats. *Go to 37a* or Keep your distance from the rats and continue on. *Go to 24a*
18	**Unexpected Companion**	Encounter • Active • Creature *The telltale sound of a rattle and a hiss lets a Hero know that a rattlesnake has somehow gotten mixed in with their belongings!*	**Agility 5+** A random Hero gets a rude surprise as they look into their Side Bag. If successful, the snake is removed without incident. If failed, the character receives **D6 Hits**. To get rid of the snake without rolling, the Hero can simply dump the snake out at the cost of **1 Side Bag Token** that falls into a deep hole.
19	**Desert Twister!**	Encounter • Environment • Hazard *The sky begins to darken and off in the distance, what at first appeared to be a dust storm, is instead a twister, heading directly towards the Heroes!*	Each Hero may choose an action: Buckle down. *Go to 85a* or Attempt to outrun the twister. *Go to 27a* After this encounter is resolved, roll a **D6** to determine the twister's path, starting from the eastern edge of the hex for 'I' and moving clockwise, this twister moves D6 hexes in that direction. If the twister moves through a Town, **D6 buildings** are **Destroyed** in that Town.
20	**My Pappy Used to Tell Me...**	Encounter • Environment • Diversion *While riding through, the Posse comes across a patch of land with an unusual landmark that has quite a storied history, though the Heroes have to think on it to even remember the story.*	**Lore 3+** Each Hero that is successful gains **25 XP** if they can make up a short story about this location (a few sentences at least). The first player creates the landmark and gives a description, while other players must add on to the story. Players have a minute to come up with a story or they forfeit the XP. After all players have told their story, players vote on the best story, with the storyteller receiving an additional **50 XP** for each other player in the group. If unable to vote on a single tale, no one receives the bonus XP. Solo players simply gain **25 XP** for this encounter.

D100	Title	Description	Encounter
21	The Yellow Sign	Encounter • Environment • Cult *While riding along, you spy an old tome lying in the middle of an open field. The dusty book seems well worn and bears a strange yellow symbol on its cover.*	A random Hero chooses: Read through the tome. *Go to 86a* or Toss the book away. *Go to 17a*
22	The Abandoned Shack	Encounter • Environment • Explore *A little ways off the path sits an abandoned shack, derelict in the sun.*	Choose: Investigate the shack. *Go to 87a* or Keep on riding. *Go to 18a*
23	Drought	Encounter • Active • Stranger *A child approaches you to say he was sent to get word out that there's a drought in his home town and if someone don't do something about it soon, they reckon the whole town is gonna up and leave.*	The Town nearest to the party (choose one if more than one applies) is suffering from a drought. The only way to fix it is to venture into the nearest Active Mine, find 3 **Clue** icons representing the source of the water problems, and face an **Epic level threat** at the end. Failure to complete the scenario will result in the Town disappearing off the map for good. The Posse has **5 days** to complete this scenario before the townsfolk leave.
24	Wagon Train of Tears	Encounter • Environment • Blood *The smoking ruins of a wagon train lie scattered about, amongst body parts and bones that have been picked clean. This is clearly the work of some supernatural creatures and not of some mere wild animals.*	Each Hero chooses: Pass on by. *Go to 93a* or Search through the massacre. *Go to 83a*
25	Gravestones	Encounter • Environment • Mystery *Riding along, off the path not far from a small outcropping of rocks, you see six makeshift graves with unmarked and weathered crosses.*	Choose: Investigate the area. *Go to 15a* or Keep moving. *Go to 06a*
26	Aimless Drifting	Encounter • Active • Stranger *A Drifter, his clothes threadbare, a battered hat pulled down over his eyes, passes by. Upon noticing the Posse, he quickly changes direction away from you…*	Choose: Pursue the Drifter. *Go to 44a* or Leave the Drifter be and keep moving. *Go to 75a*
27	The Trading Post	Encounter • Active • Merchant *A small store trading post sits on the side of the road here in the middle of nowhere. It is an odd but welcome relief to a traveler.*	The Heroes may buy items & gear here as if at a Frontier Town General Store (no Location event), but the owner is shrewd and the price to buy items are twice what they are normally if the Heroes pay with gold. The Heroes may get items at half price if they give up Gear for the amount listed on the Gear card (no change given for overages).
28	Dead Town	Encounter • Environment • Death • Mystery *The Posse comes across a small settlement where everyone is dead. Dozens of bodies lie all around in various states of decay.*	**Cunning 5+** Each Hero that succeeds gains **50 XP**. The bodies here look to be completely drained of blood. The weird thing is that none of them have bite marks on them, just hundreds of tiny little holes. Those that fail take D3 Horror Hits.
29	Bridge Over Calm Waters	Encounter • Environment • Explore *Before you sits a finely carved wooden bridge that goes over a small creek. One could cross the creek without it, so it's probably just for show.*	Choose: Cross over the bridge. *Go to 04a* or Cross over without the bridge. *Go to 88a*
30	Thick Fog	Encounter • Environment • Explore *A mysterious fog swells over the region and persists, obfuscating your way. There's no telling which direction you might head if you keep moving.*	Roll XD6 ('X' being the number of Move points the Posse has left for the day). For each D6 rolled, move the party in the direction indicated by the die (starting from the eastern side of the hex, go clockwise 1-6 around the hex). Each move only costs 1 Move point when moved in this way. The next day, move as normal.
31	Flooding!	Encounter • Environment • Hazard *The Posse makes its way through some canyons, only to be inundated by a freak storm that causes a flash flood to sweep down upon you!*	**Luck 4+** If failed, roll D6 for each item in your **Side Bag**. Lose an item for each 1, 2, or 3 that is rolled.
32	Cattle Stampede!	Encounter • Environment • Hazard *A few hundred head of cattle are heading straight for the Posse!*	**Agility 5+** or **Luck 6+** If failed, a Hero loses either: half their gold (rounded down), 1 Gear, or D6 tokens in their Side Bag (player choice).

D100	Title	Description	Encounter
33	**Let There Be Light**	Encounter • Environment • Hazard *Up ahead a large explosion suddenly fills the skies with a light that makes the horses buck and throw, causing the Posse to lose their bearings and go temporarily blind. The resulting cloud from the explosion rises miles into the heavens.*	Choose: Start moving in the other direction. *Go to 23a* or Go investigate the crater. *Go to 81a*
34	**Love's Traveling Goods**	Encounter • Active • Stranger *Professor Xavier Love and his wagon full of elixirs are traveling to the next town, but he'll gladly sell his wares to the Posse if they are willing.*	**Cunning 5+** If passed, the Hero sees that Prof. Xavier is a con man and will have none of his business. If failed, the Hero buys up Prof. Xavier's mystery elixir. Lose D6x$25 and roll another D6. On a roll of 6, the elixir is actually legit. Gain a Tonic Side Bag Token.
35	**Snowstorm!**	Encounter • Active • Void *The Posse gets caught up in a freak snow storm! The Posse can hear the wailing of a woman and in the midst of the blizzard stands a naked woman, beckoning the party forth with the promise of her warm body.*	**Spirit 5+** If failed, the Hero will continue on their mad pursuit of the frosty woman, roll D6 and the Hero loses that many Grit before giving up.
36	**Gambling Band**	Encounter • Environment • Diversion *The Posse comes across a frog and a snake, both locked in a vicious duel to the death against each other. So naturally, the group begins placing bets on the fight.*	Each Hero may bid $60 on a number 1-6, then the Posse rolls a single D6. If a Hero's number is rolled, they get all the other Heroes' money that was bid. If two or more Heroes bid on the same number, they must split the earnings equally. If no Heroes' number comes up or if no one bids, everyone keeps their money.
37	**Bridge Out**	Encounter • Environment *A bridge that linked both sides of this canyon has been destroyed by some explosives, the charred bones of some creatures lay scattered at the bottom of the canyon. Whether they are human or monster is hard to tell from this distance. It will take some time to find a way around.*	The group stops moving for the day and for the next day travels as if traveling over Tough terrain, no matter what terrain they are actually on.
38	**Signs and Portents**	Encounter • Environment • Explore *The Posse spies a relatively recent sign, pointing the way to a town. Curiously, it's not on any maps or established trade routes.*	Choose: Continue on your way. *Go to 66a* or Follow the sign. *Go to 95a*
39	**One Little Two Little Three Little...**	Encounter • Active • Stranger • Tribal *Three Indians lay dead along the path, they appear to have been attacked and killed, though whether the attacker(s) was human or otherwise is impossible to tell. As the group draws nearer, an Indian child comes over a nearby hill and sees the Posse and dead Indian bodies. The child assumes the Posse to be the killers and runs away.*	Choose: Leave the child be and continue on your way. *Go to 46a* or Chase after the child. *Go to 68a*
40	**Mining the Depths**	Encounter • Active • Stranger *Two Miners leading three donkeys laden with a myriad of tools and packs come running up, gasping for breath. They've been run off their claim and need help with some creatures in a nearby mine.*	If the Heroes decide to help, they immediately enter a *For A Few Dark Stone More* Adventure (Basic Mission 1). The Heroes pick up double the reward they would normally get. Otherwise, the Heroes continue on their way.
41	**Red Mossy Road**	Encounter • Environment • Vegetation *A carpet of spongy red moss covers the path for 30 yards. Unfortunately there's no good way around it and the Posse will need to ride back a ways to find another way across if they don't want to ride over it.*	Choose: Ride over the moss. *Go to 73a* or Find another way around. *Go to 39a*
42	**A Foregone Conclusion**	Encounter • Environment • Death *A dead horse lies on the side of the road. The flies are heavy over the decomposing body.*	Choose: Flog the deceased equine. *Go to 58a* or Leave it be. *Go to 45a*
43	**A Message from the Future**	Encounter • Environment • Void *A tall, strange mirror looks to have been built into the side of a patch of enormous rocks. The mirror has a perfectly unmarred surface.*	As a random Hero stares into the mirror, their reflection suddenly comes alive and begins warning them of a future danger. This Hero receives an extra Revive token that only they may use the next time they are knocked out in battle.

D100	Title	Description	Encounter
44	An Eerie Song	Encounter • Environment • Mystery *Reeds in a nearby pool clatter together in a mystic harmony and when the wind blows across them, an eerie chorus seems to sing. Each Hero hears something different emanating from the pool, some a horrible, alien melody, others a cheerful, inspiring piece of natural music.*	Each Hero rolls D6. The Hero with the lowest roll takes D6 Horror Hits, ignoring Willpower. The Hero with the highest roll removes D6 Corruption. In cases of ties for highest or lowest, all relevant players are affected by the result. If all Heroes get the same result (or if only one Hero), no one is affected.
45	The Bounty Hunter	Encounter • Active • Stranger *A bounty hunter is looking for one of the Heroes. He suspects the group may know something, but doesn't seem to know he's talking to the person he's looking for.*	**Cunning 4+ or pay D3x$100** If the Hero fails the roll or doesn't pay the bribe, then the bounty hunter will appear the next time that Hero is KO'd to apprehend them. The next time that Hero is KO'd, they are removed from the map and can be recovered if the rest of the group travels to the nearest Town and pays D3x$200 in fines/bribes or passes a Cunning 5+ roll.
46	Meteor Strike!	Encounter • Environment • Hazard *A blinding flash is seen above as a streak of light blazes down from the constellations to earth; a tremor rumbles below the Posse's feet and then an almighty bang that they feel in their stomachs as much as they hear in their ears. After a few moments a reddish glow permeates the entire area, then slowly fades.*	The meteor seems to brought with it some strange otherworldly energy. Each Hero has gained one random Mutation (no matter how much Corruption they currently have) and each gains the keyword 'Mutant'.
47	Will-o'-the-Wisps	Encounter • Environment • Mystery *Off in the distance a bog can be seen. There are strange lights dancing around it…*	Choose: Move along. *Go to 36a* or Investigate the bog and the lights. *Go to 65a*
48	Beleaguered Settlers	Encounter • Active • Frontier • Tribal *The group comes across a raiding party of Indians, in the midst of attacking a wagon train full of settlers. There isn't much time to act, but it doesn't seem as though either the Indians or the Settlers have noticed the Posse yet.*	If anyone in the Posse has the keyword 'Paleface', *Go to 32a* If anyone in the Posse has the keyword 'Kemosabe' or 'Tribal', *Go to 91a* If no one in the group has either of the above keywords associated with them, *Go to 76a* In cases of conflict, choose between either of the first two decisions.
49	Road Toll	Encounter • Active • Outlaw *An "unofficial" toll station and roadblock lies ahead. Members of the Scafford Gang have gone into business for themselves. They'll try to con the party out of a few gold each, plus a toll for the animals of course...*	**Cunning 4+** If passed, the Posse gets into a shootout with the Scafford Gang, who realizes they've been outsmarted. Each Hero takes D6 Hits in the blaze of bullets. If failed, the group collectively loses D6x$100 between themselves.
50	Natural Spring	Encounter • Environment • Water *A natural spring bubbles quietly, bringing water and the stink of some strange chemical to the surface. The soil around is colored from brown to red to yellow and even white.*	Strangely enough and against all rational thought, the natural spring is in fact a natural fountain of tonic water! Each member of the group may add a Tonic Token to their Side Bag.
51	Earthen Mounds	Encounter • Environment • Ancient *A series of small, grass-covered "hills" surrounds the road. Hundreds of years ago, this was a primitive village with earthen structures, but they've long since eroded away.*	There is an entryway into a church of some sort beneath one of the taller mounds. While the abandoned church itself has nothing of use, there appears to be a passageway that leads to some crypts beneath the area. Does the party enter? If the party enters, *Go to 74a* If not, the party continues on without incident.
52	Seeds of Doom	Encounter • Environment • Hazard *A series of trees drop very spiny seeds to the ground. Only the most durable shoes can keep the spines from stabbing through.*	The path ahead is littered with the spiny seeds, each one threatening to do certain bodily harm. Each Hero takes an Agility 4+ skill test. For each failed die, that Hero takes 1 Wound. In addition, if a Hero rolls a 1, they lose any Boots they may be wearing.
53	Down and Out in Brimstone	Encounter • Active • Outlaw *The Scafford Gang has robbed some innocent travelers of all their belongings, including their horses! These people might not make it back to civilization alive unless the Posse does something about it!*	Each Hero that gives $100 to these victims gains 50 XP, these are kindly folk and won't accept any more than that. If the Posse escorts these people to the nearest town or settlement, they gain 50 XP each. Otherwise, anyone who refuses to help takes D3 Corruption Hits.
54	An Old Rope Bridge	Encounter • Environment • Hazard *An old rope bridge spans a ravine. It looks like it may hold, then again it may not…*	After half the Posse has crossed the old rope bridge (randomly choose, rounded down), the bridge will collapse, sending the other half of the group tumbling down into the bottom of a ravine (those that fall take D8 Hits). The only way out of the ravine appears to be a series of caves that twist through the area. *Go to 21a*

D100	Title	Description	Encounter
55	**Lost Gear**	Encounter • Environment • Loot *It looks like some miscellaneous items dropped off the back of a wagon traveling the road.*	Each Hero finds a random item (roll D6): 1-2 Bandage or Whiskey Side Bag Token (choose one) 3 Herbs or Tonic Side Bag Token (choose one) 4 Dynamite 5 Flash 6 1 Gear Card
56	**Totem Shrine**	Encounter • Environment • Cult *A hideous looking totem shrine carved out of wood stands solemnly off the path. Oddly enough, it appears to represent an octopus and is decorated with some shells & dried seaweed. The nearest ocean must be many hundreds of miles away from here.*	Choose: Knock over the totem shrine. *Go to 70a* or Make an offering to the shrine. *Go to 97a* or Keep on moving. *Go to 78a*
57	**Traveling Companions**	Encounter • Active • Stranger • Tribal *An Indian Brave rides atop a dark mare and a white woman sits the saddle behind him. The man affixes the Posse with a deathly stare, while the woman seems to have an expressionless gaze as the horse trots on past the group.*	If anyone in the Posse has the keyword 'Paleface', *Go to 50a* If anyone in the Posse has the keyword 'Kemosabe' or 'Tribal', *Go to 05a* If no one in the group has either of the above keywords associated with them, *Go to 71a* In cases of conflict, choose between either of the first two decisions.
58	**The Glint of Gold**	Encounter • Environment • Loot *What appears to be gold sparkles in a nearby stream. As the group approaches, they spy a gold coin! The Hero in the lead bends down to pick it up and spies another down the way...*	The Posse comes across a breadcrumb trail of gold that leads to a rotting corpse and a bag of gold hidden in some bushes. The body has been here for some time and whatever done him in is hopefully long gone... The group finds **D6x$50** in gold!
59	**The Abandoned Claim**	Encounter • Environment • Explosives *You come across what looks like an old, abandoned mining camp. Not much of value was left behind at the camp itself, however at a nearby outcropping of rock you discover a number of sticks of dynamite stuffed into various crevices.*	Each Hero declares whether they are searching for dynamite or not. Those that are searching make a Scavenge roll to attempt to salvage some usable dynamite. For every 5 or 6 rolled, that Hero gains a **Dynamite Token**. If any Hero rolls a 1, a piece of Dynamite ignites, creating a giant explosion. Every Hero that opted to search takes **D6 Wound**.
60	**Strong Foundations**	Encounter • Environment • Explore *An ancient set of foundations. A fort or some other structure once stood here, but the walls have fallen into ruin. There is an open well that still works at the back of the ruins. The water of the well tastes strangely metallic.*	Choose: Investigate the well. *Go to 14a* or Search the rest of the ruins. *Go to 26a* or Move away from the ruins. *Go to 47a*
61	**Fire and Fury**	Encounter • Active • Holy *The Posse comes across a group of religious fanatics with a fire & brimstone preacher giving an impassioned sermon to his flock. He warns them against the evils of science and the mutant abominations roaming the land that signal the end of times.*	If anyone in the Posse has the keyword 'Science' or 'Mutant', *Go to 22a* If anyone in the Posse has the keyword 'Holy' and there is no one in the group with the keywords 'Science' or 'Mutant', *Go to 02a* If no one in the group has any of the above keywords associated with them, *Go to 51a*
62	**Frontier Deals**	Encounter • Active • Stranger • Merchant *A desperate merchant looking to sell off the last of his merchandise rides up to the group in his run-down wagon. He's had it with this area and is moving on.*	Each Hero may purchase **1 Gear item** for half the normal cost (rounded up) as if they were at a **Frontier Outpost** (do not roll on Location Event chart).
63	**Drink With The Living Dead**	Encounter • Active • Stranger • Undead *A stranger approaches the Posse with a strange halting gait. It is an Undead Gunslinger, who challenges one of the party to a drinking duel, else he'll shoot you dead on the spot! In life his name was Stanton Creed and he hung for killing a man to steal his drink. Now he's cursed to roam the Earth, only able to finally die when he loses in a duel.*	Choose a random Hero, that Hero is drinking against the **Undead Gunslinger**. Make a series of **Strength 5+** rolls. If the Hero passes 3 checks in a row, he wins the contest and gains **50 XP**, the **Undead Gunslinger** has been drunk under the table. If the Hero fails 3 checks in a row, he has been out-drunk. The Hero loses **D6 Max Health** for the next 3 days and loses all **Grit**. Make as many rolls as need be until the Hero gets three successes or three fails in a row.
64	**Home in Flames!**	Encounter • Environment • Fire *As the group rides along, they see thick black plumes of smoke rising in the distance. As they approach, they see that it is a farmer's house badly damaged and on fire. Frantic screams from inside the inferno can be heard pleading for help!*	Each Hero Chooses: Turn Away. *Go to 92a* or Brave the Fire. *Go to 62a*
65	**Horse Shoe**	Encounter • Environment • Transport *One of the group's horse throws a shoe. The Hero must walk the horse back to town or risk having a lame horse.*	A random Heroes' horse loses a horse shoe or any horse shoe upgrade item they may have had. The group travels as if traveling by foot. It will only cost **$50** at the nearest Town with a **Blacksmith** to get a new horse shoe fitted to the horse.

D100	Title	Description	Encounter
66	The Devil, John Moulton	Encounter • Active • Stranger • John Moulton *While traveling along this path, you come across a dark stranger who introduces himself as John Moulton. His silver tongue pulls you in and grips your attention, but before you know it, he offers you an outlandish deal...*	This result may NOT be re-rolled or canceled in any way. A random Hero must choose: Take the deal, gain D8x100 XP, a random Mine Artifact, or D8x$100. *Go to 53a* or Refuse the deal. *Go to 99a*
67	Brand Positioning	Encounter • Active • Stranger *A man on horseback is leading four horses with assorted brands on their flanks. He's careful not to make eye contact with the group as he passes by.*	Choose: Investigate. *Go to 52a* or Continue on your way. *Go to 82a*
68	The Ruined Manor	Encounter • Environment • Explore *Before you sits the foundations of a burned-out manor-sized home. It has been decades since anyone lived here and the wilderness is quietly but surely reclaiming this space. A sound you desperately want to believe is the wind howling emanates from the charred husk of this once proud home.*	Choose: Mosey on along. *Go to 42a* or Search the area. *Go to 61a*
69	The Hounds of Brimstone	Encounter • Active • Creature • Void *A pack of savage otherworldly hounds has been on the Posse's scent for days, but has just now caught up with you at a critical moment!*	Agility 5+ or Strength 5+ If passed, gain 25 XP. If failed, the Hero is pulled from their saddle and mauled. Roll a D6 for every Clothing Item that Hero carries (not including your Personal Item). On a roll of 1 or 2, that item is torn apart and Destroyed.
70	Ambushed!	Encounter • Active • Tribal *The Posse travels through a particularly dusty ravine that throws off all sorts of bad feelings in your head. Before the group can react, Indian arrows strike all around! A group of them Black Fang Indians jump down around your group, lookin' to steal whatever Dark Stone you have on you!*	Agility 5+ or Lore 5+ If passed, gain 25 XP and you are able to get away from the attackers and regroup with the rest of your party. If failed, you are knocked unconscious and them Black Fangers root around in your belongings, taking D3 Dark Stone, or one item with a Dark Stone icon. You also lose all Grit.
71	Indian Under Attack	Encounter • Active • Stranger • Tribal *A lone Indian Brave is being corralled by a group of young Ranchers. His face, beaten and bloody, looks to you for help, but his body looks to have lost alot of blood through various wounds, he doesn't seem to be in too good a shape. The Ranchers pay you no mind and continue their abuse.*	If anyone in the Posse has the keyword 'Paleface', *Go to 30a* If anyone in the Posse has the keyword 'Kemosabe' or 'Tribal', *Go to 67a* If no one in the group has either of the above keywords associated with them, *Go to 55a* In cases of conflict, choose between either of the first two decisions.
72	Bandidos!	Encounter • Active • Outlaw *A mangy group of bandidos has come across the Posse and doesn't look too hospitable. They swarm around the group, their intentions all too clear.*	If there are any Heroes with the 'Outlaw' keyword and none with 'Law', *Go to 80a* If there are any Heroes with the 'Law' keyword or none with 'Outlaw', *Go to 96a*
73	A Cryin' Shaman	Encounter • Active • Stranger • Tribal *As the Posse rides along, you come across a wandering Indian in a full headdress, painted face, and a bone staff, probably a shaman or medicine man. The Shaman is hollering and dancing about as if in some kind of trance and doesn't appear to be aware of anything around him. Nearby a knapsack containing the Shaman's supplies lies behind a tree, apparently unwatched by the Shaman.*	If anyone in the Posse has the keyword 'Paleface', *Go to 59a* If anyone in the Posse has the keyword 'Kemosabe' or 'Tribal', *Go to 20a* If no one in the group has either of the above keywords associated with them, *Go to 33a* In cases of conflict, choose between either of the first two decisions.
74	Tainted Watering Hole	Encounter • Environment • Hazard *The Posse has been passing through a particularly dry patch of barren wasteland. The group comes across the first water source it has seen for miles, but the area is home to the bones of many a dead creature and man that came before you. Not the best of signs.*	Desperate for water, the group drinks from the watering hole, only to find something horribly wrong with the water! Each Hero loses 1 Grit. If you are unable to lose Grit, take D3 Wounds instead, ignoring Defense.

D100	Title	Description	Encounter
75	**The Curious Box**	Encounter • Environment • Puzzle *A curious box lies on the road, it has intricate carvings and details all about the sides of it and appears to have interlocking pieces. It may be a puzzle box of some sort.*	**Cunning 6+** If a Hero chooses to investigate the puzzle box, they have one chance to figure it out, otherwise the box is locked to them for good, though other Heroes may try. If the roll is failed, nothing happens. If successful, gain 50 XP and roll a D6 to determine what is revealed in the box (*Go to 89a*). The puzzle box can also be sold for D6x$50 if you choose not to investigate it.
76	**Demonic Assault**	Encounter • Active • Demon *A Posse member gets a dull, throbbing headache and suddenly begins lashing out and speaking in tongues! Some foul demon or ancient terror is trying to break through into this world and will shatter the mind of the poor victim.*	A random Hero suffers the permanent loss of **D3 Sanity points**. They must now roll once on the ***Madness Chart*** due to the terrifying visions they have endured.
77	**Déjà Vu**	Encounter • Environment • Lost *As the Posse rides past an outcrop of rocks, the Heroes realize that there is something familiar about this path they're traveling down. The Posse has passed by it perhaps three or four times now; are the Heroes traveling in circles?*	The group has gotten itself lost. Roll D6 and counting 1 as east and going clockwise 1-6 around the hex, move the group D3 hexes in that direction (ignore terrain move point costs) and then end movement for the day.
78	**Ominous Visions**	Encounter • Environment • Void *The night prior, the Heroes dreams were filled with dark, horrific scenes of death and destruction. Perhaps they were a warning of some future calamity or of impending doom. Whatever the case, the Heroes are nearly driven mad by the experience.*	**Spirit 6+** Each Hero that passed gains **25 XP** and +3 to any one combat-related roll or skill test during their next Adventure. If failed, that Hero takes **D6 Sanity damage**, ignoring Willpower, as the grisly visions take a toll on their very psyche.
79	**Burning Man**	Encounter • Environment • Cult *A huge bonfire is ablaze, in the shape of a large man. Around the base of the bonfire is a group of figures clothed in dark cloaks emblazoned with a red left hand, chanting some unknown hymn.*	**Agility 5+** As the chanting reaches a maddening crescendo, the bonfire man comes to life! The flaming giant hurls balls of fire at the group, causing a raging inferno to ignite all around you! Each member of the Posse that fails the Agility test takes **D8 Hits** of fire damage.
80	**The Godly Man**	Encounter • Active • Stranger • Holy *The Posse comes upon a religious hermit who will offer to heal any wounded in the Posse. He will also break bread with them and spend the day telling them stories.*	Each Hero is healed any combination of **D6 Corruption/Wounds/Sanity** (your choice) by the kindly man. After he is finished with his work, he thanks the Posse for their time and bids farewell.
81	**Indian War Party**	Encounter • Active • Tribal *A group of Indian Braves are rapidly approaching the group, weapons drawn, but they aren't immediately attacking you. Still, you can never be too careful and you begin to unholster your weapons.*	If anyone in the Posse has the keyword 'Paleface', *Go to 77a* If anyone in the Posse has the keyword 'Kemosabe' or 'Tribal', *Go to 63a* If no one in the group has either of the above keywords associated with them, *Go to 34a* In cases of conflict, choose between either of the first two decisions.
82	**Shadowy Creatures**	Encounter • Active • Void *The Posse moves slowly through this region as it appears some storm clouds are approaching. However, as the clouds grow near, the group looks up in horror to see that the cloud is actually a massive swarm of otherworldly creatures! Large groups of the creatures swoop down on the party, attracted by some unknown force.*	Each Hero rolls a D6 for each **Dark Stone** they carry (including items with the Dark Stone icon and Items with Dark Stone Upgrades attached). On a roll of 1, that Dark Stone shard/item is stolen away by the nightmare creatures and carried away into the swarm.
83	**Field of Dreams**	Encounter • Environment • Hazard *The rocky desert area you're in is mostly dry and barren, but seemingly out of place in this environment is a vibrant patch of bright red flowers. As the Posse stops to investigate, they notice a strong, sickly sweet aroma and start to get sleepy. The flowers release a toxic gas that incapacitates and will cause unnatural and horrible nightmares for any who fall asleep!*	**Strength 6+** If successful, gain 50 XP. Any Hero that fails the test must immediately pass a **Spirit 4+** test or take **D6 Sanity damage** with no Willpower saves from the horrible dreams produced by the flowers' powerful narcotic effects.
84	**The Hills Have Mouths**	Encounter • Environment • Void *The hills surrounding the valley you are passing through appear to undulate and move, as if alive! As you travel a little further, you find the earth opens up before you, exposing an unholy maw that threatens to devour the entire Posse!*	**Agility 5+** If passed, gain **25 XP** and the Hero has escaped. If failed, any **Cart** or **Horse** you were riding falls into the maw and is lost, you are now traveling on foot. You lose **1 Sanity** permanently from the terrifying ordeal.

D100	Title	Description	Encounter
85	**Highway Robbery**	Encounter • Active • Outlaw *The Heroes happen upon some Scafford Gang bandits, armed with rifles, in the middle of robbing four travelers in a stagecoach. From your position you can ambush the whole group relatively easily.*	If there are any Heroes with the 'Outlaw' keyword and none with 'Law', *Go to 69a* If there are any Heroes with the 'Law' keyword or none with 'Outlaw', *Go to 25a*
86	**Holey Grounds**	Encounter • Environment • Void *The Heroes come across a deep arroyo, its sandstone cliffs layered in sunset pastels and honeycombed with small holes. As the Heroes make their way through this area, the holes around them suddenly start bursting forth with hundreds and hundreds of dark stone scorpions!*	**Agility 5+** or **Luck 5+** If passed, gain **20 XP** and the Hero has escaped the scorpions without being harmed. Any Hero that fails this test is stung by the scorpions and afflicted with a horrible poison. If not treated at a Doc's Office within 5 days ($100 treatment), the Hero will permanently lose **D6 Health**.
87	**A Plague of Indians**	Encounter • Active • Tribal *Draped in rags, a group of Indians walk along the path, barely able to hold themselves up. They look to have been stricken with a disease of some sorts, leaving a trail of snot, mucus, and vomit.*	Each Hero Chooses: Attempt to help. *Go to 79a* or Keep your distance. *Go to 03a*
88	**The Pilgrimage**	Encounter • Active • Stranger • Holy *Pilgrims dressed in tattered rags with sores on their feet are on their way to a holy site and ask the Posse for food and alms. They are the sorriest, saddest lot you've ever come across and the stink from their unwashed bodies is almost overpowering.*	If there are any Heroes with the 'Holy' keyword in the group, *Go to 10a* Otherwise, *Go to 38a*
89	**The Bad Omen**	Encounter • Environment • Void *You see a horrible portent of things to come and the future does not look good for your group. Perhaps a death or a horrible evil, this a definitely a most terrible vision of your future.*	Add a **Growing Dread** card to the stack at the start of the next Adventure.
90	**Free Range Dark Stone**	Encounter • Environment • Dark Stone *An odd crystalline growth protrudes from the ground off in the distance.*	The group has discovered a patch of **Dark Stone**, sitting out amongst the wilderness. While the discovery is potentially bad news for the world, the group is happy to help themselves to the precious substance. Each Hero receives **1 Dark Stone**.
91	**Ugly Prospects**	Encounter • Active • Stranger *The group rounds the corner to find a fella swinging violently from a crude gallows. A crowd of ne'er-do-wells gathered beneath him scatter at the sight of the Posse. Clearly this isn't an official hanging. The group only has seconds to act!*	All Heroes who can, make a Ranged attack at a -1 To Hit, if any Heroes hit with their Ranged weapon, the Hanged man is free and the group gains **50 XP**, otherwise he dies swinging on the rope. The man thanks you for saving his life, but seems more angry than anything. It seems he was expecting someone named "Blondie" to shoot him down, but he's apparently nowhere to be found.
92	**This One Ring**	Encounter • Environment • Loot *An old ring is sticking out of the dirt, glinting from the sunshine in a shallow river bed.*	A Random Hero can claim the ring if they like. ***The Ring*** is an artifact that may be used Once per Adventure to ignore an Exploration Token uncovered by that Hero after it is revealed and draw a new one. This effect causes **D8 Corruption Hits** each time it is used. The Ring is worth **D6x$100** if sold.
93	**The Lovers**	Encounter • Active • Stranger • Mission *A woman is heading to a town to be reunited with her long lost lover and needs an escort. She asks the group if they can assist her.*	If the Posse agrees to escort the woman, they must travel to the town that her lover lives in. Roll D20 and consult the Town chart. If the group goes to a Mine while the woman travels with them, she will be also be killed if the Darkness escapes and/or the mission is failed. Upon arrival at the Town, *Go to 94a* Otherwise, if the group refuses to help, you continue on and each Hero takes 1 **Corruption Hit** for the guilt they feel.
94	**The Physician**	Encounter • Active • Stranger *A big blue box sits in the middle of nowhere. It reads "Police Box" along the side, but there doesn't appear to be anyone around.*	Gain **25 XP**. The Posse finds the door to this mysterious blue box to be locked and no amount of force can get the darn thing open. Then without the warning, the door swings open and a curly-haired stranger with a long, colored scarf peaks his head out and yells back into the box, "Romana, this isn't Gallifrey! I say, where the bloody blazes are we?" He takes one look at the group with its assorted weaponry and says, "Well, not here for long I should hope. Let me go get you a jelly baby. Be right back!" and closes the door behind him. The blue box makes a strange sound and simply fades from existence.

D100	Title	Description	Encounter
95	**Circle of Trees**	Encounter • Environment • Puzzle *A small copse of trees that grows in a perfect circle lies before you. In the center of the circle lies a plaque with an inscription that simply lists what appears to be a random collection of numbers.*	**Cunning 6+** If any Hero makes this skill test, the group deciphers the numbers and reveals the location of something on their map. Roll D20 and consult the Town chart. The location they've deciphered lies one hex to the northeast of the Town rolled. When that location is reached, *Go to 57a*
96	**Silence Will Fall**	Encounter • Mystery *It is eerily quiet… Too quiet.*	**Stop all movement for the day.** The group has a grand battle with some tall, slender inhuman monsters. The Posse manages to find cover, but unfortunately as soon as you turn away, you forget the entire experience. Wait... why are your weapons drawn? Some Heroes in the group have random marks on their faces as if they've been counting something. Hmmm. Odd. Also, **two days** have inexplicably passed by.
97	**The Bronze Statue**	Encounter • Environment • Puzzle *Just off the beaten path sits a bronze statue of some unidentified man. There is no plaque or explanation of who the figure is or why a statue has been made of him, but there are some bleached bones at the feet of the statue. The figure itself shows a smiling, bearded man beckoning to a small openable chest at his feet. The chest is empty.*	For every $100 that a Hero places in the chest, roll D6: 1 Take D8 Wounds, the Hero is wracked with a horrible pain. 2-3 Gain D6 Dark Stone, the money appears to have been magically transmuted. 4-5 The $100 that the Hero placed in the box has transformed into D6+1x$100! 6 Gain a random Mine Artifact card.
98	**Burial Mound**	Encounter • Environment • Ancient *The Posse stumbles upon an ancient burial mound, this mound doesn't seem to match any known Indian tribes' practices and looks older than dirt. There is a stone tablet written in an unknown language that seems to give some kind of warning, but the death's head skull that is carved into it has three eye sockets instead of two.*	Choose: Enter the burial mound. *Go to 40a* or Continue on your way. *Go to 16a*
99	**Indian Trading Post**	Encounter • Active • Stranger • Tribal *A group of friendly Indians have set up a temporary trading post nearby with various items and bits of gear for sale arranged inside a circle of tipis. A sentry eyes your group as you make your approach.*	If anyone in the Posse has the keyword 'Paleface', *Go to 35a* If anyone in the Posse has the keyword 'Kemosabe' or 'Tribal', *Go to 84a* If no one in the group has either of the above keywords associated with them, *Go to 19a* In cases of conflict, choose between either of the first two decisions.

WILDERNESS ENCOUNTER RESULTS

Wilderness Encounter Results are meant to be read blindly after the Posse has decided on a course of action during a Wilderness Encounter. This hopefully adds a bit of suspense to their choice and can even ensure that the same encounter plays out differently depending on what the players choose.

#	Choice	Description
00a	*Move past the entrance*	Gain **10 XP**. As the group rides off away from the underground entrance, the ground beneath them begins to shake and the Heroes are thrown to the ground. The Heroes fall through fissures in the ground to land in an underground cave, but they're not alone. Stop all Overland movement for the day. The Heroes must immediately go on an ***Escape*** Mission [Basic:5] to get back out.
01a	*Give the body a proper burial*	Gain **50 XP**. As you dig a grave for the poor gent, you start getting nauseous. The flowers seem to be emitting some foul, toxic fumes! Each Hero must pass a **Strength 5+** test or take **D6 Wounds** as they run from the area.
02a	*Holy*	The fanatical crowd is whipped up into a frenzy and brings out a captive with a bag over their head. It appears to be some poor soul that developed a hideous mutation, they're so far gone it's hard to even call them 'human' anymore. The Preacher calls upon those that are untainted to cast the first stone and hands you a hefty rock to throw. If you throw the stone, everyone else will follow suit and the Mutant will be killed. Gain **25 XP**, **+1 Max Faith**, and take **D6 Corruption Hits** as you have done what a fellow man of God has required of you, but you still have your doubts if it was the right choice to make. If you refuse to throw the stone, gain **50 XP**. The Preacher turns to you and calls you out as consorting with Demons and Fornicators. The rest of the crowd turns on you and in the ensuing chaos the mutant captive is able to escape. The crowd chases the Posse off with rocks, each Hero in the group takes **D6 Hits**. The nearest Church town location is now permanently closed off to your group as word of your heresy has reached their ears and no godly folk will have anything to do with you.
03a	*Keep your distance*	Despite their pleas for assistance, the Posse turns its back on these obviously sick & diseased Indians. Better to let them die in peace rather than spread the plague you tell yourselves as the blood-choked curses of the Indians fade off in the distance. If you do not have the keyword 'Tribal', you gain the keyword '**Paleface**' and lose the 'Kemosabe' keyword if you already had that.
04a	*Cross over the bridge*	Gain **25 XP**. As you start to cross over the bridge, giant tentacles reach out from underneath the bridge to ensnare a random Hero. That Hero must roll to defend against **D3 Hits**. Each Hit that gets past their Defense deals **3 Wounds**.
05a	*Kemosabe/ Tribal*	Gain **25 XP**. You hail the Indian brave and ask his intentions of the woman. He explains that the woman's husband is a dark priest in an evil cult and has cast a horrible curse on the woman. He is bringing the woman to a nearby Shaman to have the curse lifted, but warns that the woman **will die within a week** if she is not cured soon. He asks that the Heroes gather **Herbs** and return to this same hex to give him the herbs to save the woman's life. If the Heroes return in time, they must give up the necessary amount of Herbs, but will each recover **1 Grit** and an additional **50 XP**. If not, then they can assume the worst about the woman's fate.
06a	*Keep moving*	Gain **10 XP**. The horses seemed to be spooked by something in the area and it's best not to dilly-dally around the graves of the dead. There might be something worth finding around here, but hell if you're going to stick around and find out.
07a	*Keep riding*	Gain **10 XP**. You have no time to be foolin' around with no stupid kid stories. Everybody knows ghosts ain't real. Now hurry up... it's gettin' dark out.
08a	*Leave the corpse be and continue on*	Gain **50 XP**. You ride off, knowing that nothing good can possibly come from searchin' around in the belongings of dead folks, especially strangely dressed dead folks. Besides, it's just not right to be lootin' the dead.
09a	*Ride around the village*	Gain **10 XP**. As you ride off, you could swear that you heard the crying of a child coming from the village, but you'll never know what it was you left behind in that abandoned village...
10a	*Holy*	All Heroes with the keyword 'Holy' gain **25 XP**. You can't help but give everything you can to help these poor souls. Any Heroes with the 'Holy' keyword must give half (rounded up) of their Gold to help these pilgrims on their journey. In addition they must also give away **1 Side Bag Token** and **1 Gear** if able. In return for giving up all that, they recover 1 Grit and gain **+1 Max Faith**. Otherwise, you give what you can, but only recover **1 Grit** if unable to give everything listed.
11a	*Investigate the carved head further*	**Luck 4+** Gain **50 XP** and **stop all movement for the day**. As you walk about the giant head, you see that it is incredibly old, but find some sort of switch mechanism on its' backside. You cautiously activate the switch and the head opens up like a puzzle box. To your horror a swarm of large centipede creatures scurries forth from the innards of the great head. The horses become panicked and ride off in a flurry. Each Hero that fails the initial Luck test lose a random Token from their Side Bag. The creatures dig holes in the ground and slink away without incident and you eventually gather the horses up. Inside the head, you find an ancient cache. Each Hero draws **1 Loot** card.

#	Choice	Description
12a	*Attack the zombie!*	Gain **20 XP**. You unleash a hail of bullets on the foul abomination, dropping it to the ground. It twitches for a time, but then stays dead for good this time. That's one less undead menace in the world. You can't help but wonder though, where was it going to?
13a	*Refuse the offer*	The Heroes leave the merchant to his trouble and they continue on their way. Word gets around the business community. Prices for all items & services are doubled at every Town the Heroes travel to until they complete their next Adventure (success or fail). Funny how fast rumors can spread.
14a	*Investigate the well*	Gain **50 XP** and **stop all movement for the day**. That hint of something shiny at the bottom of the well peaks your interest. A random Hero shimmies down the well with a rope strapped around their waste to get a better look at what's in there. As the Hero gets closer and closer to the edge of the water they begin to make out what lies beneath the water. In a moment of horrible clarity, the Hero sees the glint of a fancy necklace attached to a long dead corpse rising up from the depths of the well! More bodies begin to stir and start clawing at the Hero, trying to pull them down into the depths. That Hero takes **D3 Horror Hits**, with each doing **3 Sanity damage** to the Hero instead. The Hero is able to clutch onto something on their way up and pulls up the fancy necklace. It is worth **D3x$100** if sold at a Town.
15a	*Investigate the area*	**Cunning 6+** Gain **25 XP** and **stop all movement for the day**. If everyone fails the test, nothing is found. If successful, you notice that the earth around the graves doesn't seem to be disturbed in any way, as if there was never anything buried there. In fact they seem to form an arrow pointing at the outcropping of rocks. Further investigation of the area reveals an 'X' carved into one of the rocks and a circle of stones beneath that 'X'. You spend some time digging and discover a buried chest. Inside the chest is **D6x$100**.
16a	*Continue on your way*	Gain **10 XP**. It's best not to disturb old burial mounds, 'specially ones with strange tablets and terrible warnins' all over them. What kinda darned fools you think we is?
17a	*Toss the book away*	Gain **25 XP**. Ain't nothin' good to be learned from dusty old books layin' about. If it was worth learnin' about they woulda put it in the good Book for Godly folk to read about.
18a	*Keep on riding*	Gain **10 XP**. It doesn't look like there's anything to be gained by that old shack, you ride on without so much as giving it a second thought, now if only you could find some treasure or some Loot!
19a	*Neutral*	The sentry stops the group and advises that a small donation of **D6x$50** from the group is required to purchase from the Indian Trading Post. If the group refuses, they leave and nothing else happens. If the group pays the donation, the group may buy items as if they were at a Frontier Outpost (*do not roll for a Location Event*). Any Hero may make a **Cunning 5+** roll to attempt to get an item for $50 cheaper instead, but if they fail, that Hero gains the keyword '**Paleface**' and is immediately booted from the Trading Post.
20a	*Kemosabe/ Tribal*	Gain **25 XP**. As the Shaman dances about the group, he suddenly turns towards the group and freezes in his tracks. He blows a fine white powder from his hand towards the group and begins to speak in tongues. Gradually his words start to gain clarity and you can hear him calling out to you, "I have seen your pain and the heavy burdens that you bear. Let me ease the pain, so that you may continue in your journey upon the plains and bring peace to the land once more." Each Hero may choose a service: **Cure 1 Injury, Cure 1 Madness, Remove D6 Corruption, Heal any combination of D6 Wounds/Sanity,** or **recover 1 Grit**.
21a	*Escaping the ravine*	Begin an ***Escape*** Mission [Basic:5], except split the party in half and place one group at the Mine Entrance tile and the other group at the Cross Path tile as normal. Do not roll for *Hold Back the Darkness* tests and ignore the Dangerous Escape and Immediate Dread special rules. Only when the Cross Path group uncovers map tiles or when Clue icons are uncovered does the Hero Posse marker move up the Depth track. Whenever the Cross Path group uncovers a map tile, roll 2D6 and if the result is equal to or greater than the current position of the Hero Posse marker, then the two separate maps are now joined together.
22a	*Science/Mutant*	The Preacher spots a heathen amongst your group and calls them out in front of his flock, beseeching his followers to destroy the abomination in the name of all that is Holy. If you choose to stand and fight, each Hero makes a series of **5 Attack rolls** (Melee or Range). If 50% or more of the groups' rolls hit, then you have scared off the rest of the congregation and recover **1 Grit** and gain **75 XP**. If less than 50% of the groups' rolls hit, then the religious fanatics have gotten an advantage over you and have beaten you into a chaotic retreat. Lose **D6x$50** and **1 Gear** or **Artifact** with a value of at least $200 in the ensuing craziness. If the group decides to run away, gain **10 XP** and **stop all movement for the day** as the group has to double back and loses time.
23a	*Start moving in the other direction*	Gain **10 XP**. That's all the sight-seeing you have for the day. You don't have to be told twice not to travel towards big explosions like that, let them other fools get themselves killed trying to fill their hands with ash and cinder.
24a	*Keep your distance from the rats and continue on*	Gain **25 XP**. The rats continue to follow behind the Posse. Until the end of your next Adventure, everyone in the group is **-1 to Initiative** and the Posse will have **Wilderness Encounters** on a roll of **1, 2, or 3**, whether or not the Posse is on horseback. After the group enters its next Town following their next Adventure, the rats seem to disperse, though strangely enough the Town will suffer from a rash of bizarre cat killings after that. That Town permanently gains the '**Unstable Gate**' Trait if it didn't already have it.
25a	*Lawful*	You call out to them Scafford Gang boys to put 'em up, but they don't seem too determined to go down without a fight and start shootin' away. Before you manage to put the last of 'em down, they get off some shots on the Posse. Each Hero takes **D6 Hits**. You return the stagecoach passengers belongings to them and regain **1 Grit**. On them Scafford boys you rummage around in their pockets and manage to turn up **D6x$50** in valuables, no doubt gained from criminal activities.

#	Choice	Description
26a	*Search the rest of the ruins*	Gain 25 XP and **stop all movement for the day**. You mount a search of the ruins, suspecting that there must be something else to this ancient place. Indeed, behind an intricately carved wall you discover a tunnel that leads downward! You may begin an ***Exploration*** Mission [Basic:2] here, with double the reward as normal.
27a	*Attempt to outrun the twister*	**Luck 5+** Gain 50 XP. If successful, a Hero evades the twister and suffers no ill effects. If failed, a Hero suffers **D8 Wounds** and rolls on the following table: 1 Lose a random piece of **Gear** 2-3 Lose **D6x$50** of their Gold 4-6 Lose **D6 Side Bag Tokens**
28a	*Loot the saddlebag*	The saddlebag is filled with potions and concoctions in various colors. Each Hero may take a potion, but the effects for each potion will be different and the effects will not be known until the potion is drunk by the Hero. Each Hero that gets a potion takes **D6 Corruption Hits** as well for looting the dead. Reference this Wilderness encounter number: Roll a D8: 1 **Attribute Inhibitor** - You are at **-1** to your highest Attribute. Roll a **D8** each day, the effect is removed whenever an 8 is rolled. 2 **Temporary Insanity** - Roll on the ***Madness Chart*** and gain a temporary insanity. Roll a **D8** each day, the effect is removed whenever an 8 is rolled. 3 **Poison** - The noxious substance hits you for **D8 Wounds**! 4 **Gender Swap** - Your body transforms into the opposite gender! Roll a **D8** each day, the effect is removed whenever an 8 is rolled. 5-6 **Health Potion** - You are healed **D8 Wounds**! 7 **Attribute Boost** - Gain **+1** to your lowest Attribute. Roll a **D8** each day, the effect is removed whenever an 8 is rolled. 8 **Cured!** - Remove one **Injury**, **Madness**, or **Mutation** from your Hero.
29a	*Cut the dead man down*	Gain 25 XP. You cut the rope that the corpse hangs from, only to discover that the man is actually quite alive! Without so much as a word, the man rushes to the base of the tree, collects his clothes and runs off back down the road you came. You can only guess what the fellah might've been doing up there in the first place.
30a	*Paleface*	Gain 25 XP. The injun doesn't seem to have much left in him and his ending is pretty well set in stone at this point. You take aim and fire, putting the native out of his misery. It sucks the fun out of the Rancher's game, but they treat the killing as if you'd put down a wild animal, nothing more. After some minor insults are hurled at you, they scatter and leave the Indian corpse out in the sun. You put your gun back in the holster and ride on. Take **D3 Corruption Hits** for killing an unarmed man.
31a	*Ride around the stones*	Gain 10 XP. Meh. Let me know when somethin' excitin' happens, this group is boring as all hell.
32a	*Paleface*	Gain 25 XP and each Hero that has the keyword 'Kemosabe' loses that keyword and each Hero that doesn't have the keyword 'Tribal', gains the keyword '**Paleface**'. You're able to ambush the Indian raiding party while they're distracted with the settlers. Each Hero makes 5 Attack rolls (Range or Melee). If the party as a whole successfully hits with 50% or more with their attacks, then most of the settlers are able to survive the attack and the Indians are driven off. They thank you for your help in dealing with those savages and as a token of their esteem offer what supplies they can spare: each Hero gains a **Side Bag Token** of their choice and an additional **50 XP**. If less than 50% of the groups' hits connect on the Indian raiders, the settlers are not only decimated, but the Indians are also able to get the advantage on the group and runs the Posse off before disappearing back into the wilderness. Each Hero takes **D6 Hits** and loses **1 Gear** or **Artifact** worth at least $150 in their mad dash to escape the Indian raiders.
33a	*Neutral*	Gain 25 XP, then Choose: Guard the Shaman No matter if the Shaman is crazy or not, he's vulnerable in his current state to thieves or even wild animals. You have to keep watch over the Shaman until he comes down from his trance. As if your fears were prophetic, a pack of Void Hounds appears over the horizon, a look of terrible hunger across their eyes. The Void Hounds make an attempt at the old Shaman and everyone else in the area, but you're able to fend off the Void Hounds and eventually send them running. Each Hero takes **D8 Wounds** from the Void Hounds. In time the Shaman wakes from his trance and thanks you for dealing with the evil spirits. He begins to sing a song of your heroism and bravery. Each Hero in the group gains the keyword, '**Kemosabe**'. Snag some of the Shaman's supplies As the Shaman prances about, he starts slithering around like a snake or lizard and goes over a nearby hill, out of sight of his medicines and herbs. Seeing your chance, you start rifling through his bag and pick up some choice items. Surely in his state, this Shaman wouldn't know if he had consumed his own herbs or if he ever had them to begin with. Each Hero in the group that wants to may make a **Cunning 5+** roll to gain **D6 Herbs**, but any Hero that rolls a 1 or 2 is discovered by the Shaman and he curses all Heroes that gained Herbs from his bag, regardless of what they rolled. Those Heroes gain the keyword '**Paleface**'. Leave the Shaman be This Shaman is obviously out of his mind and it's best to leave him to his insane dancing. No good can come from messing around with this drugged up fiend, he'd be better off in a sanitarium than this wilderness, but it's not your job to care.

#	Choice	Description
34a	*Neutral*	Without discussion or reading below, each Hero secretly chooses an action with a D6: (Even # = Start shooting; Odd # = Put your weapon away): Even side - Start shooting. If 50% or more of the Posse chooses this option then you make short work of the Indian Braves. Each Hero that chose this gains 50 XP and draws 1 Loot card from what they're able to recover off the Indians' bodies. If less than 50% of the Posse, but at least one Hero chose this option, then there is a brief battle. The Indian Braves manage to beat you back and escape. As a result, every other Hero that chose the Odd side takes D6 Hits. Anyone that chose Even gains an additional 25 XP but everyone in the group gains the keyword 'Paleface'. Odd side - Put your weapon away. You cautiously holster your weapon as a sign of goodwill. If everyone in the group chose this option then the situation is defused and you're able to talk things over and discover that the Indian Braves are searching for a kidnapped child in the nearest Mine. You may begin a *Search Party* Mission [Basic:4] in the nearest Active Mine to recover the child, but have a time limit of 3 days to finish the Mission. If successful, each Hero receives 1 Side Bag Token (choose between bandages, whiskey, or dynamite), +1 Max Grit., and gains the keyword 'Kemosabe'. However, the cost of failing the mission is double, D6 Corruption Hits, ignoring Willpower. If you choose to ignore the mission then nothing happens.
35a	*Paleface*	The sentry recognizes an enemy of his people and moves to intercept the group. If you choose to fight the sentry, the group takes D8 Hits (spread out in whatever fashion amongst the group) and the other assembled Indians scatter far and wide. Anyone in the group that doesn't have the keyword 'Tribal', gains the keyword 'Paleface', if they didn't already have it. Anyone with the keyword 'Kemosabe' loses that keyword. If the group tries to make amends with the Indians, they must pay D6X$100 or give up 2 Gear or 1 Artifact PER Hero with the keyword 'Paleface' in the group. If the price is paid, those with the keyword 'Paleface' lose that keyword. The Posse may now buy items from here as if this were a Frontier Outpost (no Location event).
36a	*Move along*	Gain 10 XP. Likely just some damn swamp gas caught afire. Ain't no cowboys gonna go rustlin' around in that muddy environment. Let them other folks go find their death in them Jargawno swamps, not these fellahs. We's smartfolk.
37a	*Attack the rats*	Gain 50 XP. The Heroes attempt to kill the rats, but this only causes them to flee, frightening them off for the moment. During the next few nights, the sounds of scurrying rats seem to be coming from all around you. Everyone is on edge. **Spirit 4+** Each Hero that fails the roll needs to make an additional roll on the *Madness Chart*. This temporary madness will last until the end of the Heroes' next Adventure. You're never able to shake the feeling that the rats are still following you though...
38a	*Neutral*	Each Hero Chooses: Help the Pilgrims Somewhere deep in your stone cold heart, a spark of something resembling empathy stirs. You decide to give what you can to help out these good, kindly folk on their journey. You may donate either Gold, Gear, or Artifacts to the Pilgrims. For every $5 of Gold (or sell value of an item), you gain 1 XP (*example: $50 would give your Hero 10 XP*). Leave them be These people seem to be a little off in the head, you tip your hat and wish them luck in their journey and promptly keep on riding.
39a	*Find another way around*	Red moss you say? Ain't never heard of no damn thing like that and don't want no part of that. Wouldn't even spit on the stuff, get me the hell outta here. Gain 25 XP, stop all movement for the day, and treat all movement the next day as if you were traveling over Tough terrain.
40a	*Enter the burial mound*	End all movement for the day and begin an *Exploration* Mission [Basic:2], with the exception that failure results in the current Hex the players inhabit to become uninhabitable and untraversable. Mark the current Hex, that Hex may no longer be traveled through again, it has been turned into a nightmarish wasteland by what the Heroes have unleashed.
41a	*Leave the body be*	Gain 10 XP. The group walks off, leaving the poor fellow to his flowery grave. Each Hero takes 1 Corruption Hit, knowing that they done wrong by that poor fellah, leaving his body there to rot. Though at least he's surrounded by them perty flowers.
42a	*Mosey on along*	Gain 10 XP. If the place is burned out and abandoned, then surely that means there's nothing of value here anymore. Who in the hell would've left anything behind? Besides, there's dark stone, riches, and adventure to be had out there in the world, you ain't got no time for exploring every scorched piece of property in the area.
43a	*Investigate the village*	**Strength 5+** Gain 50 XP. The village seems to have contracted a plague and the Heroes may have become infected! Each Hero that fails their Strength roll loses D6 to their Max Health and gains the 'Infected' keyword. The keyword (and the temporary health loss) can be removed at a Doc's Office. Use the Treat Corruption action, but no Corruption is removed and instead the 'Infected' keyword is removed and the Hero regains the lost Max Health. Any Hero that rolls a 6 draws 1 Loot card, once per Hero.

#	Choice	Description
44a	*Pursue the Drifter*	**Agility 4+** If half the group (rounded down) fails this test, the Drifter is able to give the group the slip and gets away. If more than half are successful, then the Drifter turns and starts firing on the group, he deals **D6 Hits** each "turn" to a Random Hero (Drifter has the Initiative). The group may fire back with Ranged attacks or run away (ends encounter if they run away). If they fire back they must deal 6 Damage to kill the Drifter (Defense 3). If the Drifter is killed, each member of the group gains **50 XP** and draws **1 Loot** card.
45a	*Leave it be*	Gain **10 XP**. You pass by the carcass, wondering what happened to the poor soul that rode that animal. It looked to be a mighty fine horse in its day, now it's just sitting here, getting filled up on maggots. It makes you stop and wonder about your own place in the universe, about no matter how hard you try or what noble deeds you perform, you'll likely end up just the same: a rotting corpse getting passed over by strangers. In the distance a coyote howls. Some crickets nearby chirp. A snake and a frog are locked in deadly combat. Tumbleweeds blow on by. Life goes on.
46a	*Leave the child be and continue on your way*	Gain **10 XP**. Each Hero that does not have the keyword 'Tribal', gains the keyword '**Paleface**'. If any Hero had the keyword 'Kemosabe', they lose that keyword as well.
47a	*Move away from the ruins*	Gain **10 XP**. You have a bad feeling about these ruins and decide it best to leave them be. Whatever brought destruction to these ancient structures may still hold sway over this area and it's best to get a move on, you've got better things to be doin' with your time than rootin' around here.
48a	*Pocket the gold*	**Spirit 5+** If failed, the Hero takes **D6 Corruption Hits** (ignores Willpower). Gain **D6x$50**.
49a	*Follow the zombie*	Gain **30 XP** but **stop all movement for the day** as you follow after the slowly moving shambling undead. You ride behind the zombie for the better part of a day as it seems to walk towards an open patch in the middle of nowhere. The zombie eventually comes to a stone and begins to dig into the ground. The zombie digs up what appears to be another corpse, curls up and lies down beside the newly-revealed corpse. It stops moving after that. Alongside the pair of corpses, the group finds some personal effects. Each Hero in the Posse may gain **1 Gear** card, but takes **D3 Corruption Hits** for looting the dead.
50a	*Paleface*	Gain **25 XP**. The Indian savage has obviously kidnapped this poor woman and is bringing her back to his barbaric tribe for a life of slavery. If you don't act quickly the honor of that woman will be despoiled! Each Hero in the group that is able to makes a Range attack against the fleeing Indian. If the Posse is able to land at least 6 Wounds on the Indian brave, he is killed and the woman is saved, otherwise he gets away. The woman does not speak and seems catatonic, but the group receives **50 XP** and **D6x$50** as a reward from her grateful husband if the group returns the woman to the nearest Town within a week (7 days). Otherwise, the woman will mysteriously die despite your best efforts to care for her. If any 1's are rolled during the attack, the woman is caught in the crossfire and killed and the Heroes take **D6 Corruption Hits** from the guilt.
51a	*Neutral*	Gain **25 XP**. You keep your distance as you watch the events unfold with the congregation. You see a Mutant is brought out before the gathered crowd, cursed and spat upon. A Random Hero has enough time to make a single ranged shot to save the mutant's life, otherwise the mutant is killed in front of the congregation. Each Hero takes **D6 Horror Hits** at the inhumanity. If the ranged attack is successful, the mutant escapes! That Hero gains an additional **25 XP** and recovers **1 Grit**.
52a	*Investigate*	You call out to the man and without so much as turning to meet your gaze he hightails it out of there! That's a damn horse thief if you ever saw one and you take off in pursuit, ain't nothin' worse than a horse thief. Each Hero makes **Agility 5+**, **Strength 5+**, and **Luck 5+** rolls. As long as each test is passed by one or more Heroes, the challenge is a success and you manage to bring down the horse thief. For every 1 rolled during those tests, one of the four stolen horses is accidentally injured and will have to be put down. Each horse that is saved is worth **$100** and **25 XP** if returned to the nearest Town. The horse thief is worth **$150** and **50 XP** if captured. If the challenge is failed, then the horse thief and the horses elude your grasp and he manages to get away, each Hero still gains **10 XP**.
53a	*Take the deal*	If Wilderness encounter #66 is ever rolled again, then John Moulton has returned to collect his end of the bargain, your Hero is **killed** instantly.
54a	*Continue on your way*	Gain **10 XP**. You ride on past the gallows-tree for a time. You look back into the distance and see that the hanged man is no longer there, only the rope remains, swinging empty in the wind...

#	Choice	Description
55a	*Neutral*	Choose: Put the Indian out of his misery Gain 25 XP. The Indian ain't got no fight left in him and there's really no point in letting this thing go on, you take aim and put a bullet in the Indian, taking him down and giving him something resembling peace. After that the Ranchers scatter, but just as you're about to ride away, you notice the glint of something in the Indian's belongings that the Ranchers seemed to have missed. A Random Hero gains an **Artifact**! Each Hero in the Posse also gains the keyword '**Paleface**'. Chase off the Ranchers You ride in and get into a brawl with the Ranchers, chasing them away and keeping the Indian Brave from further harm. Despite your efforts though, his wounds are too severe and the Indian falls to the ground, barely enough life in him to give his thanks and a blessing. Everyone in the group that can loses **1 Herb Side Bag Token** giving relief to the native. Gain **25 XP** and everyone in the Posse gains the keyword '**Kemosabe**'.
56a	*Accept the dying man's task*	A Random Hero gains a bag of gold worth **D6x$100**, but must give this item up at the nearest Town. As a reward for your honesty, you gain **50 XP** and you may stay for **free** at this Town as if at a Hotel Location anytime you visit this Town in the future. If you instead decide you want to keep the gold, you must roll a **Spirit 6+** test. If failed, you take **D6 Corruption Hits** (but still keep the gold).
57a	*The secret location*	You find a shallow grave at the secret location. You dig down into the grave and come across a cheap casket, barely holding together. Inside is an old skeleton in tattered rags and a medallion about its neck. The medallion points to an old underground cave (roll D20 on the Mine Chart). If the Heroes engage in an *Exploration* Mission [Basic:2] at the Mine, they may each draw **1 Mine Artifact** card at the final Dead End room and receive twice the amount of Gold as normal for a Reward.
58a	*Flog the deceased equine*	Gain **50 XP**. As you take a whack at the rotting remains of the once proud horse, it's nostrils suddenly flare up, literally. Fire pours forth from every orifice of the horse and its eyes burn with the power and rage of a volcano! The nightmare horse charges at the group, biting and kicking its way through. Each member of the group takes **D6 Hits** and **D6 Horror Hits** from the hell beast. After it charges past the group, it suddenly takes flight on it's fiery hoofs and flies off into the distance.
59a	*Paleface*	Gain **25 XP** and **stop all movement for the day**. As you ride by the hooting and hollering Indian Shaman, he suddenly turns towards you and freezes in his tracks. He hisses and growls at you like a wild caged animal and scratches the ground with his bone stave. After a few moments of this he throws a glittering powder into the air and begins to scooch sideways around the group, never breaking his gaze from you. At first he seems to be speaking in tongues, but at some point the words gain clarity and you hear him cursing you as "cowardly, paleface dogs of the Black Goat, death walkers, false talkers, etc...". As he does this, the world begins to turn around you and you have horrible visions of people & things long dead and those soon to die by your hand. Each Hero in the group takes **D8 Horror Hits** and rolls once on the *Madness Chart*.
60a	*Stay the night*	If the Group decides to stay the night near the large stone, they stop moving for the day. At midnight, a horrible cacophony of moans and whispers pierces the night air. All about the Heroes, spirits and ghosts swirl about, demanding to know the Heroes' intentions. **Spirit 5+** If successful, gain **50 XP** and roll a **D6**: 1 **Angry Dead** - Each Hero in the group must make a successful **Spirit 6+** check or suffer **D6 Horror Hits**. 2-5 **Just the wind** - It wasn't ghosts after all... 6 **Gift of the Ancients** - Each Hero gains **+1 Max Grit**.
61a	*Search the area*	Gain **50 XP**. As you cross through what used to be the doorway into the charred remains of this estate, you hear what seems to be a music box playing softly, mixed with a melancholic moaning. You begin seeing ghostly apparitions running through what used to be hallways, spectral children at play in what must've been an orphanage at some point in the past. As you come to a central courtyard area you find a ghostly woman weeping, she clutches a letter in her off-hand. Beside her lies a music box, an empty canister of oil, and a box of matches. As the music box nears the end of its tune, the apparitions fade to nothing. Each Hero takes **D3 Horror Hits** as they slowly realize what befell this estate and its children. Each Hero rolls **3D6** and draws **1 Loot** card for every 6 that is rolled.
62a	*Brave the fire*	**Strength 5+** If failed, take **D6 Wounds** and flee from the burning building. If passed, gain **25 XP** and roll **D6** to see what you find in the fire: 1 **Trick** - Some foul demon has laid a trap for you. When you are in too deep, the demon cackles in delight and disappears in a flash of light as a section of the roof falls down on you. Take **D3 Wounds** and roll once on the *Injury chart*. 2-5 **Survivor** - You manage to rescue a person from the fire and pull them to safety. Gain an additional **D6x10 XP**. 6 **1st Class Hero** - You scoop up a small squalling baby and bring them from the raging inferno out to safety. Gain an additional **D6x25 XP** and recover **1 Grit**.

#	Choice	Description
63a	*Kemosabe/ Tribal*	You hail the Indian Braves and they tell you that they are in search of a kidnapped Indian child. Terrible monsters from the nearest Active Mine snatched the child in the night and may have already killed or eaten the child. If you agree to help the Indians, then you have **3 days** to engage in a ***Search Party*** Mission [Basic:4] to recover the missing child. The reward is **2 Side Bag Tokens** per Hero and **+1 Max Grit**. However, the cost of failing the mission is double, **D6 Corruption Hits**, ignoring Willpower. If the Posse refuses to help the Indian Braves, then any Hero with the keyword 'Kemosabe' loses that keyword.
64a	*Help the Merchant*	Party movement slows to 4 Move points/day until they get to the next Town. The Merchant gives each Hero **D3x$50** for their trouble (roll once for the whole group). If the Heroes begin a Mine Adventure and fail, the Merchant is killed when the Darkness escapes. The Heroes take **D6 Corruption Hits** for letting him get killed.
65a	*Investigate the bog and the lights*	**Stop all movement for the day**. As you move closer towards the swamp the sky begins to dim well before it should and still the glowing balls of light continue on with their dancing. You must've gotten their attention because all of a sudden they swarm around the group. The interplay of lights is... quite mesmerizing. **Spirit 5+** Gain **50 XP**. Those that fail the Spirit test will become entranced by the swirling bog lights and suddenly begin to attack their comrades! Each Hero affected will make **D3 Attacks** (Range or Melee) against a Random Hero in the group (yes, may even attack themselves) before they are subdued. Eventually the glowing orbs seem to have had enough and fly off. Somehow though, the strange lights have drawn off some of the Darkness from the Heroes. Each Hero loses **D3 Corruption points**.
66a	*Continue on your way*	Gain **10 XP**. Obviously someone is foolin' with you or some stupid bandidos will try to ambush you. You kick over the sign, knowing better than to fall for damn, stupid Outlaw traps.
67a	*Kemosabe/ Tribal*	You ride your horses right into the midst of the Ranchers, distracting their attention away from the Indian Brave, demanding they leave him be. They draw their weapons and you draw yours. Every Hero rolls a **D6**, if anyone rolls a 1, then someone's weapon has accidentally gone off and started up a pitched battle. Each Hero takes **D8 Hits** before eventually chasing off the Ranchers. Otherwise if no one rolls a 1, then the Ranchers eventually back down and leave without incident, not wanting to get into a brawl over an Indian. Despite your actions, the Indian doesn't have much time left, but at least he can die amongst kindly faces. Each Hero that has it must give up **1 Herb Token** to ease the Indian's pain. He dies quietly, a blessing on his lips. You give him a proper burial. Each Hero gains **50 XP** and recovers **1 Grit**.
68a	*Chase after the child*	Gain **25 XP**. You give chase after the child, not knowing exactly what you'll do with him when you catch him, but then... The child runs headlong off the side of a cliff. A Random Hero may make an Agility 6+ roll to save the child's life. If you save the child's life, he still thinks you're trying to hurt him and he escapes. Each non-Tribal Hero gains the keyword '**Paleface**' if they didn't already have it and loses the keyword 'Kemosabe' if they have that. If you fail the skill check or decide to let the child fall, he plummets to his death. It was a terrible end for the child, but at least now no one will think ill of you. Each Hero gains **D6 Corruption points**.
69a	*Outlaw*	Gain **25 XP**. While the whole group is distracted with the initial robbery, you come in and hold up the Scafford Gang and are able to make off with not only the Scafford Gang's wallets, but the wallets and purses of the stagecoach passengers. The Posse gains **D6x$100** in gold and each Hero rolls a **D6**. On a roll of 5 or 6, that Hero has gained **1 Gear**. However, each Hero that doesn't have the keyword '**Outlaw**' also takes **D3 Corruption Hits** from, of course, not doing the right thing.
70a	*Knock over the totem shrine*	Gain **50 XP**. As you kick over the hideous totem, as any sensible god-fearing folk would've done in your place, the sky suddenly darkens and thunder clouds begin to form. Without warning a torrent of frogs comes raining down on you. And just as quickly as it formed up, the storm moves on, but the sky stays dark and cloudy for the rest of the day. Not a good sign at all. The next time you begin an Adventure, immediately add a **Growing Dread** card to the stack.
71a	*Neutral*	Choose: Stop the Indian Gain **25 XP**. The Indian savage has bad intentions for this woman and must be stopped from harming this woman further! Any Hero or combination of Heroes must make **3 Range attacks**. If at least 2 of the attacks hit, the Indian is killed, but if any 1's are rolled, the woman is also killed. Regardless, if the Indian is stopped then each Hero gains an additional **25 XP** and **1 Gear**. If the woman is brought to the nearest Town within a week (7 days) the Heroes also receive **D6x$50** from her grateful husband. If the Indian is not killed, then he escapes and each Hero in the Posse gains the keyword '**Paleface**'. Offer to help the woman Gain **25 XP**. The woman obviously needs help and if the Heroes collectively give up **D6 Herb Tokens** (or **D6x$100** if Herbs are unavailable), the Indian thanks you for your assistance and tells the group he is bringing the woman to a local Shaman to be cared for. Each Hero gains an additional **25 XP** and gains the keyword '**Kemosabe**'. Leave them be Gain **10 XP**. Obviously this is something completely out of your league and it's best if you didn't get involved in whatever the hell it is that's happening here. You turn your head and forget that you ever saw whatever it was that you thought you saw.
72a	*Investigate the stones*	Gain 25 XP and **stop all movement for the day**. The Heroes pass between the two stones, and they are immediately transported to a random Other World! The Heroes begin on the Other World entrance tile. They must find **1 Clue** icon and return to the Other World entrance tile in order to get back to Earth. Exploration Tokens with Gates count as Doors instead. Failure will result in the players immediately going on to an ***Escape*** Mission [Basic:5] at a Random Mine.

#	Choice	Description
73a	*Ride over the moss*	Gain 50 XP. As the group rides over the spongy moss you don't notice anything at first and you seem to clear the moss without incident. However, as you travel along, you see red streaks all over your horses' legs. At first you think it's just some staining from the moss, but then all of sudden your horses legs begin to snap like twigs. Any horses you had with you go down hard and bleed to death as their legs have become brittle and break from the ride. All of your horses have died. Any Heroes that were on foot lose any **Foot Gear** that they may have had.
74a	*Enter the crypts*	Immediately begin an ***Exploration*** Mission [Basic:2].
75a	*Leave the Drifter be and keep moving*	Gain 10 XP. In this day and age, it's best to leave some folks be, especially them that wants to be left alone.
76a	*Neutral*	Choose: Help the Settlers Gain **25 XP** and each Hero gains the keyword '**Paleface**'. You're able to ambush the Indian raiding party while they're distracted with the settlers. Each Hero make **5 Attacks** (Range or Melee). If the party as a whole successfully hits with 50% or more with their attacks, then most of the settlers are able to survive the attack and the Indians are driven off. They thank you for your help in dealing with those savages and as a token of their esteem offer what supplies they can spare: each Hero gains a **Side Bag Token** of their choice and an additional **50 XP**. If less than 50% of the groups' hits connect on the Indian raiders, the settlers are not only decimated, but the Indians are also able to get the advantage on the group and runs the Posse off before disappearing back into the wilderness. Each Hero takes **D6 Hits** and loses **1 Gear** or **Artifact** worth at least $150 in their mad dash to escape the Indian raiders. Keep your distance Gain **25 XP**. You watch as the Indians kill off many of the settlers and drive the rest back the way they came. After the Indian raiders have left, you look and find some supplies that the Indians seemed to have missed that were left by the fleeing settlers. Each Hero draws **1 Loot card** and takes **D6 Corruption Hits** at the realization that they stood by and did nothing as innocents were harmed.
77a	*Paleface*	Gain 25 XP. These Injuns are up to no-good and can't be trusted to get any closer. You draw your weapons and point them at the Braves. You tell them to keep their distance, but they either don't understand English or the weapons you drew have them on edge because they immediately start aiming their own weapons at you. Without discussion or reading ahead, each Hero secretly chooses an action with a D6 (Odd = Start shooting, Even = Put your weapons away): Odd - Start shooting. If 50% or more of the Posse chooses this option then you make short work of the Indian Braves. Each Hero that chose this gains **50 XP** and draws 1 **Loot card** from what they're able to recover off the Indians' bodies. If less than 50% of the Posse, but at least one Hero chose this option, then there is a brief battle. The Indian Braves manage to beat you back and escape. As a result, every other Hero that chose Odd takes **D6 Hits**. Anyone that chose Even gains an additional **25 XP** but anyone in the group with the keyword 'Kemosabe' loses that keyword and everyone in the group that doesn't have the keyword 'Tribal' gains the keyword '**Paleface**'. Even - Put your weapons away. You cautiously holster your weapon as a token of goodwill. If everyone in the group chose this option then the situation is defused and you're able to talk things over with the Indians before they head off. Each Hero that has the keyword 'Paleface' loses that keyword and everyone in the group gains **25 XP**.
78a	*Keep on moving*	Gain 10 XP. Fearing that any interaction you might have with this foul shrine will have some harmful effect, you decide it best to move on and let braver souls than you take their chances with that accursed thing.
79a	*Attempt to help*	Each Hero that can, gives an **Herb Side Bag Token** and rolls D6. On a roll of 1, that player becomes infected and gains the '**Diseased**' keyword until able to get healed at a **Doc's Office** (use Heal Corruption action, but no Corruption is removed) or use an Herb Token on themselves (ignore it's normal effect, but remove the '**Diseased**' keyword). While afflicted with the '**Diseased**' keyword, players are at **-D6** to Max Health and Max Sanity. Regardless, the Indians thank you for your help in curing them of their sickness. Each Hero that gave the Indians an Herb Token gain **50 XP** and non-Tribal Heroes lose the keyword 'Paleface' if they have it and gain the keyword '**Kemosabe**'.
80a	*Outlaw*	As the Bandidos surround your group, the leader among them recognizes one of the Outlaws in your Posse and calls off the attack at the last minute. Instead they share some whiskey with the group and reminisce about adventures and scams from days long gone. Each Hero gains **25 XP** and gets **1 Whiskey Side Bag Token**.
81a	*Go investigate the crater*	Gain 25 XP. All around the area of the explosion is utter devastation, something with alot of force came crashing down into the earth. At the epicenter of all that destruction the Posse finds a pitch black sphere of a rough, glowing rock billowing steam. After some time the glowing begins to fade and the rock cools down enough that you can touch it. As you touch the rock, it cracks in two, revealing a glittering diamond at its center! The diamond glows bright as the sun, temporarily blinding the group and then is gone from existence. The party has gained **1 extra Revive token** on their next Adventure.

#	Choice	Description
82a	*Continue on your way*	Gain 10 XP. *You can't be stopping every random stranger you happen to come across in your travels. There's probably a perfectly rational explanation for why this man would have other peoples' horses, you tell yourself as the man makes a hurried exit around the bend. In a world filled with supernatural horrors intent on our destruction, how can you fault a man for doing what he has to do to survive? Perhaps law & order will slide a little around Brimstone, you're too focused on absolute evil to worry about day-to-day petty crime.*
83a	*Search through the massacre*	**Strength 5+** or **Spirit 5+** If failed, lose 1 Max Sanity permanently. If passed, roll a D6 to see what is found: 1-4 Gear - You find something useful. Draw a Gear card, these folks won't have much use for these things now. 5 Artifact - The creatures were probably looking for this artifact! Draw a Mine Artifact card. 6 Survivor! - You find a survivor amongst the carnage. If you visit a Doc's Office within the next 3 days, gain +1 Max Grit for your efforts.
84a	*Kemosabe/ Tribal*	The sentry nods as the Heroes pass by into the Trading Post. The group may buy items as if they were at a Frontier Outpost (do not roll for Location event). Prices are $50 cheaper than normal for anyone with the keywords 'Kemosabe' or 'Tribal'. A non-Tribal Hero may make a Cunning 5+ roll to attempt to get an item for $100 cheaper instead, but if they fail they either lose the keyword 'Kemosabe' if they have it or they gain the keyword 'Paleface' if they do have 'Kemosabe' as a keyword.
85a	*Buckle down*	**Strength 5+** Gain 25 XP. If successful, a Hero takes D6 Hits. If failed, a Hero suffers D6 Wounds and loses a random Side Bag Token. If a character rolls any 1's on their test, they lose a random Gear item for each 1 that is rolled.
86a	*Read through the tome*	Gain 50 XP and roll once on the ***Madness Chart*** for a random insanity. From now on as long as you have that Madness, you will not die if you pick the same Mutation twice on the ***Mutation Chart***. You lose this benefit if the Madness is ever cured. You begin to see the sign everywhere about you, in all things. The Yellow Sign permeates the universe and beckons to all. The King approaches, the stage is set, the curtain rises, the play is commencing and you are but an actor on the stage. The Sign... The Sign is Yellow and it shall guide us to He Who Shall Not Be Named and his herald on this Earth, The King in Yellow.
87a	*Investigate the shack*	**Luck 5+** Gain 25 XP. The group cautiously prods around the abandoned shack and find the insides in a state of disarray. Whoever lived here has been gone a long while, but they may have left something behind. Each Hero that fails the Luck test finds D6x$10, however if a Hero rolls any 1's on the Luck test they find nothing instead. Each Hero that is successful draws 1 Gear card.
88a	*Cross over without the bridge*	Gain 10 XP. You feel a might silly crossing over a creek and not using a perfectly good bridge like that over there, but then again, you can never be too careful.
89a	*The Puzzle Box*	Roll once on the following table : 1 Attack - Draw a High level Threat. 2-3 A portal to another dimension opens up and the Heroes are pulled into a Random Other World! To escape, begin a Mission on the Other World ***Entrance Map Tile*** *(no special rules)*, the Posse must locate two Clue icons. 4-6 When solved the puzzle box plays a quick tune as if it were a self-playing piano.
90a	*Enter the underground cavern*	Gain 25 XP. The Heroes enter the underground cavern and find something else has already made its home here... The group must fight a Medium level threat! Use a ***Mine Entrance Map Tile*** and another single room tile with no exits for the encounter. Success results in 1 extra Loot card per Hero (in addition to the normal Loot gained from the threat card). Failure results in each Hero losing 1 Grit.
91a	*Kemosabe/ Tribal*	Gain 25 XP and choose: Assist the Indians Seeing that these settlers have entered into known Indian territory, you have no choice but to come to the Indian's aid. Your combined forces make short work of the lightly defended settlers and you have your pick of the settler's belongings, each Hero draws 3 Loot cards. However, word of your treachery reaches the nearest Town (or Towns if multiple exist at the same distance) and they will not accept you in their midst anymore. Each Hero gains the 'Traitor' keyword and each time your Posse is in that Town's hex or any of their surrounding hexes, you take D6 Hits from townsfolk attempting to chase you off. You may not enter that Town or any of its Locations again (though the Town is not Destroyed yet). Stop the attack These settlers accidentally entered into Indian territory and meant no harm, you have to help these people out! You put yourself between the Indian defenders and the settlers to stop the bloodshed. Unfortunately, you take some friendly fire and each Hero suffers D6 Wounds. Each Hero must make a Cunning 5+ test to persuade the Indians that this was a misunderstanding. If 50% or more of the Heroes are successful in their test, the Indians see the truth in your words and agree to let the settlers go on their way. If less than 50% of the group are successful, then the Indians reluctantly agree to let the settlers go, but also see you as traitors to the tribe. Any Hero with the keyword 'Kemosabe' loses that keyword. Each Hero recovers 1 Grit and gains an 25 XP for stopping the attack.

#	Choice	Description
92a	*Turn away*	Gain 10 XP. As you turn your back on the raging inferno, you feel a heavy weight settle on your shoulders that haunts you til the day you die. Your thoughts frequently return to this day when you turned away and did nothing, thinking what might have been had you not been such a coward. Take D6 Corruption Hits.
93a	*Pass on by*	Gain 10 XP. The sights and smell of the horrific scene are too much for you to endure, you would just as soon let braver men search through that carnage.
94a	*The Lovers*	Upon arrival at the town, roll D6. The group finds out that: 1-3 Unfortunately the woman's love died some time ago and there is nothing for her here except heartache. Each Hero gains D6x50 XP. 4-6 Unfortunately the woman's love died some time ago, but willed a sizable portion of his estate to her, though no amount of money will ever replace the emptiness in her soul. Each Hero gains 50 XP and D6x$50.
95a	*Follow the sign*	Gain 25 XP and stop all movement for the day. You follow the sign and enter into a hidden valley you never knew existed. The people there are warm and welcoming and literally glow with auras. Each Hero may visit any one Town Location they want to at this secret town without rolling on the Location event chart. After that, you are compelled to leave this magical place, only to discover that the entrance to the town has completely disappeared, along with any trace of the sign that lead you here.
96a	*Lawful*	Each Hero is surrounded by 6 bandidos and must fight them off. Each Hero rolls a D6 to see how many are defeated. For every bandido defeated, gain 10 XP. For each 3 bandidos that aren't defeat, lose $50, D3 Dark Stone, or 1 Gear or Artifact (your choice).
97a	*Make an offering to the shrine*	Gain 25 XP. *You don't know what compels you, but you make a slashing cut on your hand and let the blood flow from your hand into the open mouth of one of the figures on the totem shrine. As your life blood flows out from your palm a terrible coldness grips you from the inside and makes you feel so completely small and insignificant in a vast and terrifying universe. You get the feeling that if you actually understood the true nature behind this totem shrine it would drive you mad, but at the same time you feel as if some horrible thing has granted you a terrible boon.* Each Hero takes D6 Wounds, but the next time you are on an Adventure, you may draw two Darkness cards each time you are required to and select which one you wish to have an effect, discard the other. This effect ends after the next Adventure.
98a	*Ignore the head and keep on moving*	Gain 10 XP. As you mosey on past the great head, you think you hear the whirring of gears and the chittering of insects, but you're obviously just hearing things... aren't you?
99a	*Refuse the deal*	Spirit 5+ or Cunning 6+ If failed, gain D6+1 Corruption Points, ignoring Willpower. John Moulton vanishes in a puff of fire and brimstone, cursing your name in demonic tongues.

D20	Mine Chart
01	<Choose **any** Mine>
02	<Choose **nearest** Mine>
03	<Choose **last** Mine visited>
04	The Badlands
05	Gregor's Gulch
06	Mt. La Terra
07	Hell Mouth
08	Glory's Anthem
09	Cake's Cave
10	Clayton Ravine
11	Mt. La Pointe
12	Ranae Pointe
13	The Tombs
14	Arzhakov's Gate
15	Phillip's Hill
16	Scrogg's Bog
17	Old Ed's Mine
18	Conradt's Claim
19	Sierra Magallanes
20	Ruins of Brimstone

D20	Town Chart
01	<Choose **nearest** Town>
02	Masthead
03	Fort Burk
04	West Witold
05	Hill Town
06	Serafin
07	Fringe
08	Wood's End
09	Larberg's Landing
10	Stone's Crossing
11	Lestina
12	Last Chance
13	Fort Lopez
14	Adlerville
15	Flamme's Folly
16	Fort Landy
17	Conradt's Claim
18	Wilshin's Lodge
19	Seto's Mill
20	San Miguel Mission

D6
Random
Hex
Diagram